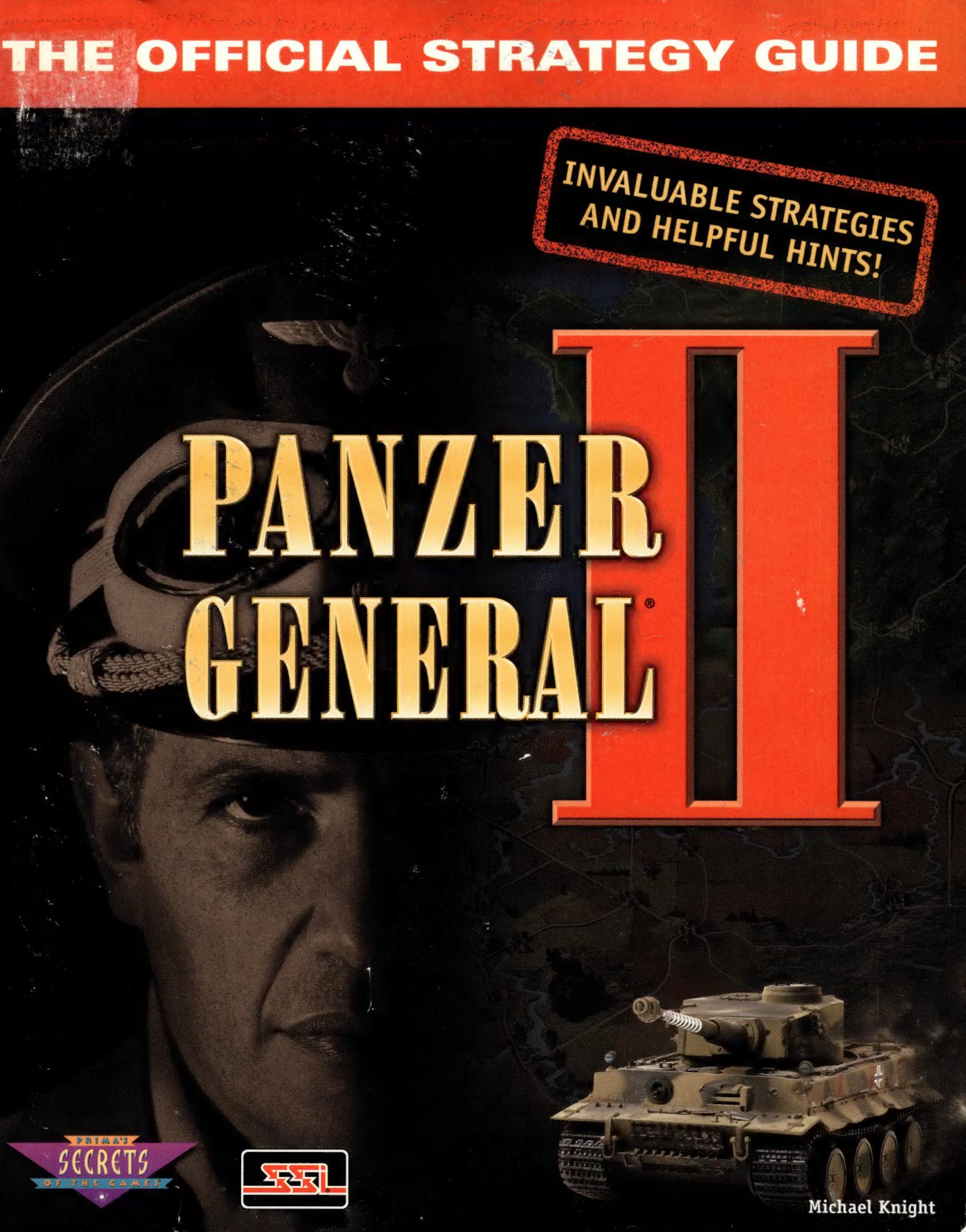
THE OFFICIAL STRATEGY GUIDE

INVALUABLE STRATEGIES AND HELPFUL HINTS!

PANZER GENERAL® II



PRIMA SECRETS OF THE GAMES

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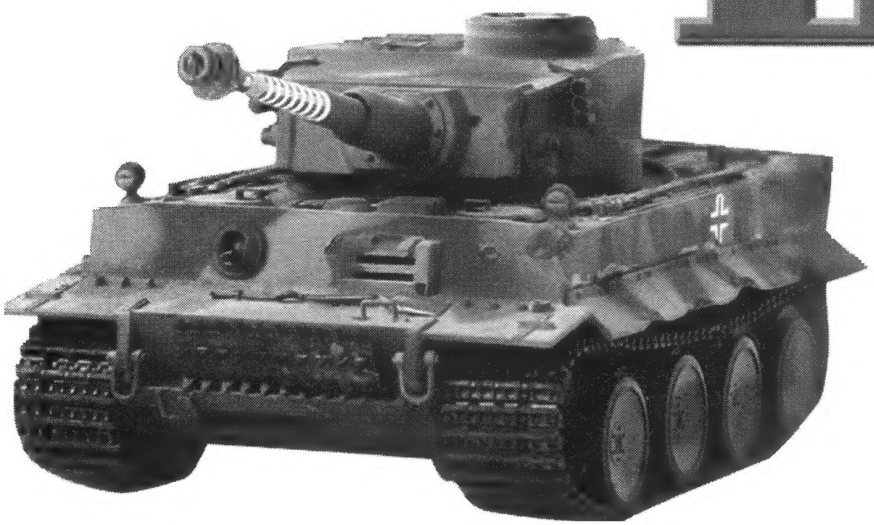
Michael Knight

PANZER GENERAL® II



Panzer General® II

The Official Strategy Guide

Michael Knight

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Dedication

This book is dedicated to my grandfather Leigh F. Peterson.
Though he never fought in a war or won medals
and ribbons for heroism,
he will always be my greatest hero,
for he taught me what it really means to be a man.
I hope that I can live my life to be the man that he is.

In memory of Whilma D. Peterson.
There is no greater love than a mother's love . . .
or a grandmother's love.

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Introduction

A couple of years ago I had the opportunity to take part in the beta testing of a new game to be published by Strategic Simulations, Inc. It was a new type of wargame with a campaign format that allowed you to take surviving units from one battle to the next, each time gaining experience. One of the unique things about this game, once it was released, was its appeal to a wide audience. Veteran wargamers were impressed by its history and extensive database, while those gamers with little experience in military strategy games were able to take command of a force with little study or difficulty due to its easy-to-learn and -use interface. *Panzer General* quickly became the best-selling computer wargame, and it opened the door to the genre to those who had heretofore been intimidated by the thick manuals, high learning curves, and poor graphics of previous games. I fell in love right from the beginning, even before the sound and animations had been incorporated. From meek and humble beginnings as the commander of a small number of units invading Poland, the player progresses in the campaign to huge battles in Russia, all as the commander of German and Axis forces. It even allows the player to choose which front in which to fight.

Panzer General was eventually converted for play on console systems. Building on their successful game engine, SSI next released *Allied General* as the second in their newly named Five Star Series. This game allows the player to fight through a campaign as the commander of British, American, and other Allied forces. However, this engine is not limited to only World

War II. *Fantasy General* changes tanks and planes into mythical creatures and wizards, while *Star General* takes the series into space. Not only is the player forced to fight for the control of individual planets by landing ground units on the surface, but he or she has to engage in interstellar combat where the terrain consists solely of cosmic anomalies such as black holes and nebulae. *Pacific General*, the fifth title in the series, allows the player to take command of either Allied or Japanese forces in two different campaigns. This game illustrates just how versatile the system is, as it allows for large-scale naval battles as well as amphibious invasions on tiny atolls in the middle of the Pacific.

When I heard that *Panzer General II* was being developed, I thought it would be the same game with new and improved graphics. I was wrong. While the interface is similar, the game is quite different. For example, the scale is much smaller, and there are several new rules. And they did a great job with the artwork, as each unit is rendered in three dimensions. *Panzer General II* also includes a scenario editor and a multiplayer capability for LANs and the Internet. This game is truly worthy to be named the successor of *Panzer General,* and it will easily be the Wargame of the Year for 1997.

PANZER GENERAL II: THE STRATEGY GUIDE

Now that I have introduced the game, let me take an opportunity to introduce the book you are reading. To begin with, it is not a cheat book. It won't give you any cheat codes for *Panzer General II* that allow you to have invincible units or infantry with death beams. Instead, it is a strategy guide with the emphasis on strategy. It goes into more detail on several aspects of the game to help the reader understand how the game works. It then takes this information and creates strategies and tactics for general application as well as for each of the campaigns and scenarios included in the game. These strategies are by no means the only ways to win the game. They are just methods that I have developed and proven to be effective. You are encouraged to build on them and create your own.

Now strap on your side arm, pin your stars on your collar, and get ready to take command!

Panzer General® II

The Official Strategy Guide

CHAPTER 1

The New *General* Has Arrived

If you have played the original *Panzer General*, you will notice as soon as you install and start up *Panzer General II* that there is a big difference. SSI did not just take the old game and add new and visually stunning graphics like so many other sequels have. No, sir. They have made several changes to the game interface and the way the game plays. However, with all of these changes, a veteran of the original will still feel comfortable with the game.

THE TYPES OF BATTLES

Panzer General II offers the player several options. First there are the campaigns, five in all. Not only do they allow the cyber-general a chance to command the German panzers as they drive across Europe, there are also campaigns for play as the Americans, British, and Soviets. There are also a number of individual scenarios that can be played as either side or both on a single computer by using a hot seat.

However, one of the greatest additions is the new multiplayer capability. While you can play by e-mail as in the original, you can also play against up to three other players by local area networks (LANs) or on the Internet. SSI is also planning a service that will allow Internet players to meet and set up games with one another at Club SSI. For more information on this, check out the SSI Web site at www.ssionline.com.

HOW TO WIN A GAME

The basics for winning a game of *Panzer General II* are quite simple. You must capture all of the victory locations on the map. These are denoted by a nationality flag with a gold or gold-and-green border. While capturing other objectives will help you during a scenario, they are not necessary for victory. Each scenario also has three levels of victory: brilliant victory, victory, and tactical victory. The level of victory you achieve depends on the number of turns it takes for you to capture all of the victory locations. In the campaigns, the level of victory often determines which scenario you will advance to next.

PRESTIGE

Prestige points are often considered the money in *Panzer General II*. However, you are not a mercenary and do not buy or hire your forces. Instead, prestige points represent your status and influence back at headquarters. The better you do in battle, the more prestige points you earn and

the more pull you have with the High Command, which will always support a successful general and cashier a loser.

The Uses of Prestige Points

Prestige points have many uses. During a scenario, they can be exchanged for replacements for damaged units or for requisitioning (similar to buying) new units. In between scenarios in a campaign, these points can also be used to overstrength your veteran units and for upgrading your units to more powerful ones. All of this is explained in greater detail in Chapter 3.

How Do You Earn Prestige?

Unlike the former *General* games, prestige points are not earned for destroying enemy units. Instead, the only way to earn them is by capturing enemy-held objectives. Each objective is worth a certain amount of prestige points. They are listed in the strategies for each of the scenarios in Chapter 6. In addition, you are also awarded a large number of prestige points at the end of every scenario in the campaigns. However, the way this is determined is rather complex.

The amount of prestige points that you capture during a scenario are not carried over into the next. Use them during the scenario, or between scenarios, or lose them. In order to keep the campaign balanced and prevent the player from creating a huge army that will overwhelm any opposition on the map, a prestige cap has been built into the game.

The game looks at the prestige value of your army, which is the total cost of all the units. It then adds the reward for the completed scenario. If the total is less than the cap, then you get the full reward. However, if the total is greater, then you only get the amount of the reward that will bring the total up to the prestige cap. If the prestige value of your army is higher than the cap, then you get no reward at all.

One might think that having a high-value army means that a reward is unnecessary. Nope, nada, nichts! The reward of prestige points is the only

prestige that you can spend at the field headquarters screen in-between scenarios during a campaign game. If you have no prestige available, then you cannot overstrengthen or upgrade your units at all. However, not all is lost if you find yourself in this situation. Since it merely means that the value of your army is too high, then you can remedy this by reassigning units back to headquarters. Whenever you reassign a unit, you get back the full prestige cost of the unit. Therefore, you may want to get rid of a few of your weaker tanks or other units and use the prestige points to overstrength or upgrade more experienced units.

CHAPTER 2

The Strategic Overview

Planning for success can be broken down into two separate arts: strategies and tactics. While tactics cover small-scale goals, such as how to engage an enemy unit or to capture a city, strategies are all-encompassing—dictating which cities to capture, when, by which units, and so on. This chapter looks at strategies, outlining methods for developing your own for any and every scenario. Tactics are covered in Chapter 5.

THE NINE PRINCIPLES OF WARFARE

During the nineteenth century, several military thinkers and strategists developed nine principles necessary for success in warfare, and these should be considered during every scenario before the first shot is fired. At the beginning, even before you deploy your units, you should take a look at the scenario map and plan out your strategy for achieving victory. Even though plans are usually the first casualty in a battle, it is easier to revise a good plan than to create one as you go along. In the following discussion, the nine principles are labeled Unity of Command, Objective, Offensive, Maneuver, Mass, Economy of Force, Simplicity, Surprise, and Security.

Unity of Command

A military requires a single leader. No successful army has ever been led by several leaders who make their plans based on a consensus of all involved. There must always be a supreme commander. Even the republican Romans, with their fear of one man holding sole power over the nation, saw the necessity of this principle when, during war, they would bestow all authority on a single dictator to lead them. After the war was over, the power was restored to the senate. In *Panzer General II*, you are the supreme commander of all the forces on your side. The only time that this principle needs to be considered is during multiplayer games where two or more are playing on the same side. Then, one player should be given the final say in all strategic decisions for the course of the scenario.

Objective

The objective is the most important of the nine principles. Just as one does not pack for and leave on a trip without first determining the destination, a commander cannot give orders to his or her units without first knowing what must be accomplished in order to consider the battle a success. In *Panzer General II*, the objective for each scenario is to capture certain locations within a certain amount of time. This is what determines the results of the operation. There are several types of locations that can be captured or controlled.

Victory Locations

A scenario ends when one side or the other has captured all of the victory locations. These locations are denoted by a nationality flag surrounded by a gold border in the hex. These victory locations are often important cities that are well defended by the enemy. When forming your strategy for a scenario, the first thing you need to do is find these locations on the map and tally the number you need to capture. Victory locations are worth 80 prestige points each and 160 points if they are also supply points.

Secondary Locations

Secondary locations are also worth prestige points, but control of them is not necessary for victory. These are denoted by nationality flags and are worth 40 prestige points for capturing. If the flag is surrounded by a green border, then it is also a supply point and worth 80 points. Supply points are where newly requisitioned units can be deployed on the map after a scenario has begun. If you capture all of an enemy's supply points, they cannot add new units to the battle. Secondary locations should be captured if at all possible. The prestige points earned can then be used to bring damaged units back up to full strength with replacements or to requisition new units. Secondary locations can be cities, airfields, or just key positions.

Tertiary Locations

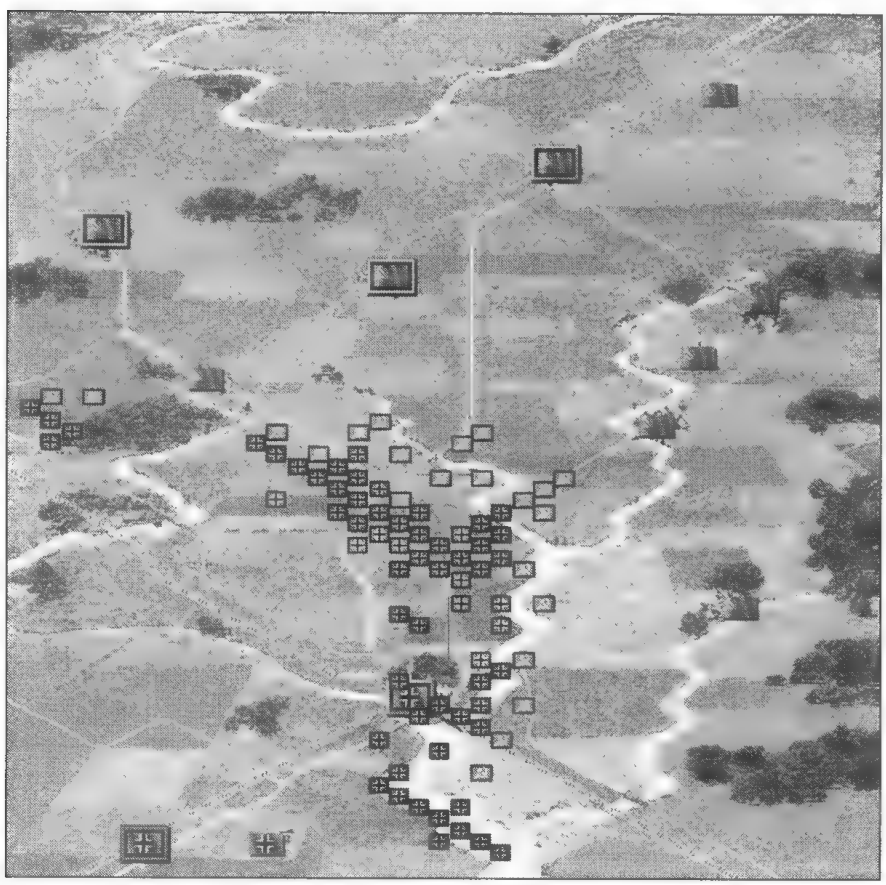
While you do not gain any prestige points for controlling tertiary locations, they are still important to your strategy. These locations are not marked with nationality flags. Instead, they are hexes such as bridges or choke points that you must use during a battle. For example, if your army must move across an impassable river, you need to secure the area around a bridge hex so that your units can cross unmolested. On the other hand, if you are the defender, you may want to destroy the bridge so as to slow down the enemy's advance. Choke points are narrow passes, often roads, through slow terrain such as hills, mountains, forests, or rough. If you are the attacker, you will want to clear the area to help speed up your advance, while the defender will want to position units to mass attack the individual enemy units as they come through the pass one at a time.

Remember Your Objectives

During a battle, it is easy to get sidetracked chasing enemy units and trying to wipe them all out. While this is a good tactic to keep your enemy from building units back up to strength with replacements, the destruction of the enemy army is not your primary objective. Sometimes you can race a few quick but lightly armed units into the enemy's rear area to capture a final victory location while the remainder of your forces are still engaging the enemy army.

Offensive

The only way to achieve a decisive result in battle is to go on the offensive. While many consider this the action taken by the attacker, it is important



Study the strategic view of the map at the very beginning of a scenario. Locate all of the victory locations and secondary locations that you need to capture. Then zoom in to see if you need to take control of any tertiary locations to cover your advance.

for the defender to fight offensively as well. Fighting defensively can at best only keep your enemy from winning, but it will not give you the victory either.

Take the Initiative

The reason for going on the offensive is initiative. Whoever fights offensively has the initiative because he or she determines where, when, and how combat takes place. For example, you do not begin an assault until all of your units are ready. In addition, you may decide to attack from a flank or the rear, where the enemy is not deployed to defend against you. The one with the initiative has the advantage.

Counterattacks

The defender should also fight offensively. While entrenchments do provide some additional defensive strength to your units, it is better to move out of them and take the battle to the enemy. Don't just sit around waiting for the enemy to set up an attack. The counterattack is an excellent example of how a defender can go on the offensive. While the attacker is going for your victory locations, send a small force after his or hers. This will force your enemy to pull units back to defend against your counterattack, reducing the strength of the initial attack.

Prioritization of Targets

Part of fighting offensively entails the prioritization of targets. Attacking a heavily defended position head-on will result in a lot of casualties. Instead, fire on units that provide support to the defenders in the front line. The ability of artillery and air defense units to fire in support of adjacent units makes them high-priority targets for destruction or at least suppression before beginning the main assault. Therefore, send recon units to look for these types of units before attacking. The computer AI knows how to use artillery and air defense units well, positioning them behind the front line where they are hard to hit.

Air Power

Though aircraft were first used during World War I, the technological advances that took place in the years following this war made aircraft a powerful weapon. Aircraft are expensive, so make good use of them. Defensive type missions can be achieved by air defense units that are much cheaper. Therefore, use your fighters to seek out and destroy the enemy's fighters and tactical bombers, while your own bombers attack the enemy's ground units.

The only exception to the above strategy is using your fighters for escorting your bombers. In that case, position your fighters behind the bombers to hide them, if possible. If the enemy does not see the escort, they may attack the bomber thinking it is an easy kill. Your fighter will get to make the intercept and cause some damage to the attacking fighter and possibly even break up the attack. However, when it is your turn, go on the offensive and use your fighter to attack and finish off the enemy unit before it can return to base and receive replacements.

Maneuver

The previous principles stress the importance of going after your objectives and fighting offensively. Maneuver is the means for accomplishing each of these. There are five main types of maneuvers that can be used in *Panzer General II*. Their main purpose is to provide your forces with some type of advantage over the enemy through the use of movement and positioning.

Frontal Attack

The frontal attack is the costliest form of maneuver in terms of casualties, and it is therefore the least desirable to use. However, some battles require such a strategy due to geographic constraints, such as rivers or other restrictive terrain. In order to conduct a successful frontal attack, you need to build up your forces at the point of the attack and spend at least a turn or two reducing the enemy's defenses with artillery and/or air strikes. In order to be successful in this type of attack, the attacker must have a greater amount of firepower than the defender.

Penetration

Many of the scenarios in *Panzer General II* have clearly defined front lines with your troops on one side and the enemy on the other. Instead of making frontal attacks all along the line, concentrate your firepower on one particular section of the line in order to create a breach in the enemy's defenses. Once this has been accomplished, send a force through the breach that will move toward the victory objectives. This will usually cause the enemy to pull back units from the front line to stop your breaching force, thus weakening the line for the rest of your units to break through.

Envelopment

When planning defenses, the enemy will usually position his or her infantry, anti-tank guns, and/or armor in the front line with artillery and air defense behind them for support. You are then expected to make a frontal attack and bleed yourself dry on the defenses. Rather than falling into that trap, order your forces to make an enveloping maneuver. Position a few units like they are going to make a frontal attack in order to fix the enemy units and keep them in place. Then send the rest of your force around either one or both sides of the enemy and attack from the flanks and rear. This will let you take on the support units in the rear before they can cause serious damage to your force.

This is a great maneuver for attacking a city across a river. Fix the enemy units around the city while your enveloping units use a bridging engineer to cross farther up or down stream. Once across the river, turn and hit the enemy where it hurts the most.

Turning Movement

A turning movement is similar to an envelopment. However, the purpose of a turning movement is not to hit the enemy in the rear or flank but to force the enemy to move units out of their entrenchments or other defenses. Instead of fixing the enemy with part of your force, send all of your units around one of the enemy's flanks as if you were going to bypass the position altogether. When the enemy comes after you, then turn and attack toward the objective. Because the enemy units have lost their entrenchment values, they will be easier to destroy.

Infiltration and Airborne Assaults

Since the enemy will usually not have enough units to defend an entire front line, he or she will concentrate troops at locations that are most likely to intercept your advance. This gives you the opportunity to sneak a few units through the gaps in the defenses. Recon or other fast units such as light tanks work well for this type of maneuver. Only use one or two units, otherwise you might be discovered. Since your recon unit can see farther than any other class of unit, it will be able to spot enemy units and be able to move just outside of their spotting range. The goal is to make it to the rear victory locations and supply points and capture them. If necessary, send aircraft along for additional firepower once your infiltrators are ready to attack. This maneuver works extremely well for those scenarios where time is limited. While your main force is fighting hard to capture the forward objectives, your small force is getting the rest.

You can also use airborne troops for the same type of maneuver. Instead of finding a gap in the enemy's defenses, you just fly over them. Unless you have air supremacy, be sure to escort your transports, since enemy fighters will make short work of them. Use your fighters and tactical bombers to weaken the defenders at the rear victory locations and then capture them with your paratroops.

Mass

The principle of mass goes right along with maneuver. In fact, the maneuvers are designed with this principle in mind. Mass is fairly simple. It merely states that the side with the most firepower will prevail in a particular engagement. However, this does not mean the side with the most firepower will win the scenario. Here are a few ways to achieve mass in your strategies.

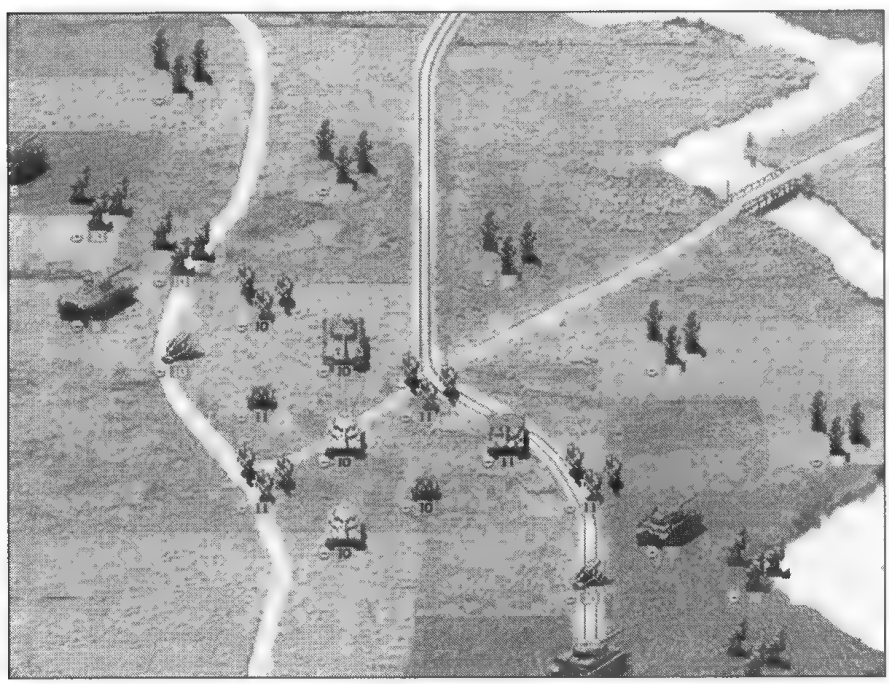
Concentration of Forces

If the enemy is scattered about the map defending several different victory locations, he or she cannot have strong forces at each one. Since you are on the offensive and have the initiative, you can determine which objectives

you want to attack first, and you can group your units together to attack one or two at a time. By doing this, you will achieve a local superiority in firepower that will give you enough mass to win the engagement. Once you have captured an objective, move your main force on to the next one. Even though the enemy may have a lot more firepower overall, by concentrating your firepower for local superiority, you can break up the defenses a little bit at a time.

Combined Arms

An efficient way to concentrate your firepower is by organizing your forces for combined arms tactics. The German military showed the effectiveness of using combined arms during the Blitzkrieg. Each type of unit has its own strengths and weaknesses. By grouping several different types of units together into one group and using them to support one another, a small force can cause a lot of damage. For example, a combined arms force might contain armor for attacking infantry in clear terrain and other armor, infantry, and engineers for assaulting other infantry units, artillery



A combined arms force creates a maximum amount of mass from a minimum amount of firepower.

for softening up the defenses and for defensive support, air defense for protection from enemy aircraft, and recon units for finding the enemy. Each unit is used for its strengths while the rest are there to prevent its weaknesses from being exploited by the enemy.

Economy of Force

Economy of force dictates how you divide your force into groups. Since you often do not want to group your entire force into one huge mass, you divide it up and assign each group certain objectives to capture.

Just Enough

Too many units in a group can cause overcrowding, especially if your forces must travel along narrow passes or roads through slow terrain. Often, certain units in large groups do not even have the opportunity to take part in an attack because they cannot move within firing range before the engagement is over. Therefore, as a part of economy of force, it is important that each group to take along only the number of units necessary to achieve the goal. Be sure each group has combined arms.

Secondary Forces

In certain scenarios, there are several secondary locations that can provide necessary prestige points if captured. Some of these can be out of the way of your main advance. Because of this they are often lightly defended if defended at all. Since your main attacking force may lose its momentum before it can pick these up, form small groups to capture these locations. If they are undefended, a single recon unit will do the job. Otherwise, an infantry unit and an armor unit can be added for additional firepower.

Simplicity

As you may have noticed, none of the six principles outlined so far offer very complex strategies. That is because principle seven is simplicity.

Concentrate on Main Objectives

During a battle, it is easy to get distracted by enemy units or secondary objectives. However, since each scenario has a time limit, it is important that you concentrate on the main objectives. Use secondary forces to deal with distractions while your main force continues on to the victory locations.

Problems of Complex Plans

The more details and complex strategies a plan contains, the more likely it will fail. The simpler the plan, the easier it is to adapt to the changing situation. In fact, a plan for a scenario should merely consist of determining how your force will be organized into groups, assigning each of the groups objectives, and then finding the axis of advance or route each group will take to the objectives. Nothing more is needed for your strategy.

Surprise

A great force multiplier in battle is the element of surprise. If used correctly, a small force can utterly destroy a much larger one. There are two main ways of achieving surprise.

Strike Where Unexpected

The enemy will usually set up defensive units in positions along your expected routes of advance. Therefore, you should strike where the enemy does not expect. By using infiltration, envelopment, and turning movements, you can surprise your opponent and take the advantage during combat. During the western Blitzkrieg, the French did not think armored units could move through the heavily wooded Ardennes forest. German military planners figured that the French would think this, and so they planned their advance through this area. Since France did not defend the Ardennes, they had nothing to stop the German Panzers as they rolled into France through the gap between the Maginot Line and the allied armies in Belgium.

Feints and Diversions

Another way to use surprise is through feints and diversions. If you want to advance on an objective where the enemy is ready to defend, then you need to convince the enemy that your main effort is taking place elsewhere. This is accomplished by forming a diversionary force to attack and draw enemy units away from your main objectives. As the enemy moves to engage your diversionary force, then you can begin your main advance and attack.

One of the greatest feints took place during the Normandy landings on D-Day. The Allies wanted the Germans to think that they would cross the English Channel at the narrowest point and land at the Pas de Calais. To make the Germans believe this, a fictional army was created in Britain that sent radio messages about preparations for the invasion. To lend credibility to the ruse, General Patton was assigned as commander of the army. When the allied troops finally began landing on the beaches at Normandy, German reinforcements were withheld for several critical hours because the German High Command still believed that the main landings would be at Calais and that Normandy was just a diversion.

Security

While you are on the offensive and advancing toward your objectives, it is important to protect you own objectives and those that you capture against an enemy counterattack or infiltration. Your opponent will be using the nine principles as well. Therefore you need to be prepared for any surprises that may be thrown at you.

Garrisons

During your offensive, you will want to move all of your units forward to mass your firepower at critical engagements. However, as you advance, you may leave behind unseen enemy units in your rear area. Therefore it is a good idea for a few units to guard your initial and captured victory locations. These can either be garrison troops, which are inexpensive though not as powerful as regular infantry, or damaged units that you cannot or do

not wish to give replacements. One of the best defensive strategies is to go on the attack and hit the rear area of the advancing enemy. Don't let this happen to you.

Flanks

As you advance, you will normally lead with infantry and armor and follow with artillery and other units that are vulnerable to attack. Keep a few infantry or armor units on the flanks of your group to protect against attacks by bypassed enemy units or those that have infiltrated through your front lines.

Air Defense

If you are moving your force quickly from one point to another, your units in transports, such as trucks, are extremely vulnerable to air attacks. Even when not being transported, artillery is also vulnerable. Therefore it is a good idea to protect these units with mobile air defense, which can fire without having to set up. Keep these units close to your transports and artillery. If you are defending a city or other objective, you should use towed air defense guns, especially if the enemy likes to use air power.

USING THE PRINCIPLES IN YOUR STRATEGIES

Though it may seem like a lot of work to consider each of the nine principles when making your plans, it will soon become second nature. Most are interrelated, such as mass and economy of force. After a while, you will automatically use them in determining your strategy for winning a scenario.

CHAPTER 3

Logistics

When one thinks of war, one immediately envisions tanks, soldiers, and airplanes. Rarely are trucks, fuel drums, and cooking pots considered. However, for each soldier at the front line, there are five to ten people responsible for supplying his needs—for food, ammunition, fuel, spare parts, medical aid, and even a replacement if he becomes a casualty. Though logistics is not one of the glory jobs in the military, it is definitely the most important. Without it, an army would come to a screeching halt, as logistics also includes moving units from one point to another.

In strategy games, game designers often wrestle with the question of logistics. They usually want them included in order to make the game as realistic as possible. However, they can make the game a lot more difficult to program and more complex for the player to learn. *Panzer General II* does an excellent job making logistics an integral part of the game without overwhelming the player.

MOVEMENT

Moving an army requires a lot of effort, since real wars are not fought on checkerboards. In *Panzer General II*, each type of unit has a certain amount of movement points it can spend; how far it can travel on those movement points each turn depends on the type of terrain and the weather. Ordering your forces to move around a battlefield requires you to take into account each of these three factors.

Effects of Terrain and Weather

There are thirteen types of terrain and four types of weather conditions in *Panzer General II*. Each type of terrain costs a unit a certain amount of movement points to enter, depending on the unit's movement class. Roads are additions to terrain. If a unit enters a hex across a hex side intersected by a road, then it uses the road movement rate of one movement point. However, if it enters via a nonroad hex side, it pays the cost to enter the type of terrain in the hex. By using roads, an army can move very quickly through slow terrain.

Weather can also have an effect on movement. While clear, overcast, or rainy conditions have no effect on movement, snow on the ground does. Units moving on a snowy map must spend twice the normal fuel cost. But different types of terrain can also be affected differently. For example, because of the cold temperatures in snowy weather, swamps and small rivers freeze over, making movement across them easier.

Movement Classes

All of the units in *Panzer General II* can be categorized into one of seven types of movement classes. Each unit has a set movement value, and each type of terrain costs a certain number of movement points to enter. This cost varies depending on the unit type and the terrain type.

Leg

Since the beginning of warfare, soldiers have walked into battle. Leg units usually have low movement values but can cross nearly every type of terrain without too much difficulty. Cavalry units are also considered in the leg movement class.

Track

Tracked vehicles have road wheels that run on attached caterpillar tracks. This allows these vehicles to cross obstacles and rough terrain easier than a wheeled vehicle. All tanks are in the track movement class.

Wheeled

Wheeled vehicles consist primarily of trucks and some armored cars. They have high movement values that allow them to drive great distances in a single turn along roads. However, in any other type of terrain, including clear, wheeled vehicles are slowed down considerably.

Half-Track

Combining the best of both worlds, half-tracks have the greater movement values of wheeled vehicles along with the off-road characteristics of a tracked vehicle.

All-Terrain

All-terrain vehicles consist of wheeled vehicles with every wheel driving. These consist usually of armored cars with 4x4, 6x6, or 8x8 driving wheels. All-terrain vehicles have the best off-road capability of any of the movement classes.

Air

All aircraft can enter any hex on the map for the cost of only one movement point per hex.

Naval

All naval units can enter only ocean hexes at the cost of one movement point per hex.

Movement Cost Tables

Each of the following tables lists the cost in movement points for the first five classes to enter the various types of terrain. The normal cost is for movement in dry or wet conditions, while snow cost is used only on maps with snow on the ground.

Leg

Terrain	Normal Cost	Snow Cost
Clear	1	1
Airfield, City, Port	1	1
Road, Bridge	1	1
Bocage	2	2
Forest	2	2
Hill, Rough	All	2
Mountain	All	All
Sand	2	2
Stream	1	1
Swamp	2	1
River	All	2
River—Impassable	Prohibited	Prohibited
Ocean	Prohibited	Prohibited

Track

Terrain	Normal Cost	Snow Cost
Clear	1	1
Airfield, City, Port	1	1
Road, Bridge	1	1
Bocage	4	4
Forest	2	2
Hill, Rough	All	2
Mountain	All	All
Sand	1	1
Stream	2	2
Swamp	4	2
River	All	2
River—Impassable	Prohibited	Prohibited
Ocean	Prohibited	Prohibited

Wheeled

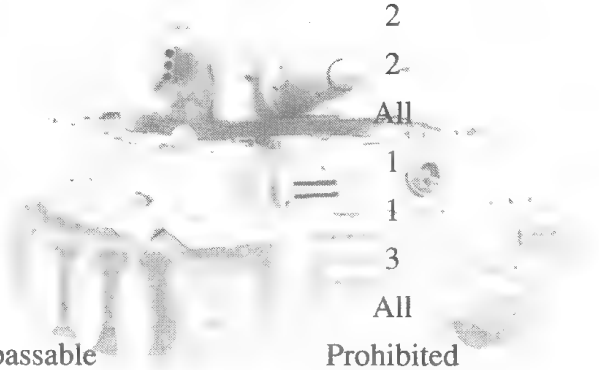
Terrain	Normal Cost	Snow Cost
Clear	2	2
Airfield, City, Port	1	2
Road, Bridge	1	1
Bocage	All	All
Forest	4	All
Hill, Rough	All	3
Mountain	All	All
Sand	3	3
Stream	4	4
Swamp	All	3
River	All	3
River—Impassable	Prohibited	Prohibited
Ocean	Prohibited	Prohibited

Half-Track

Terrain	Normal Cost	Snow Cost
Clear	1	1
Airfield, City, Port	1	1
Road, Bridge	1	1
Bocage	All	All
Forest	2	2
Hill, Rough	All	2
Mountain	All	All
Sand	1	1
Stream	2	2
Swamp	4	2
River	All	2
River—Impassable	Prohibited	Prohibited
Ocean	Prohibited	Prohibited

All-Terrain

Terrain	Normal Cost	Snow Cost
Clear	1	1
Airfield, City, Port	1	1
Road, Bridge	1	1
Bocage	3	3
Forest	2	2
Hill, Rough	2	2
Mountain	All	All
Sand	1	1
Stream	1	1
Swamp	3	3
River	All	2
River—Impassable	Prohibited	Prohibited
Ocean	Prohibited	Prohibited



SUPPLY

As mentioned earlier, *Panzer General II* has a logistics component that keeps track of the supplies that your units use during a scenario and provides a way to resupply them.

Ammunition and Fuel Usage

Every time a unit attacks or fires in defense of another unit, it costs the unit one point of ammunition. Units returning fire when they are attacked also use up one ammunition point. When a unit runs out of ammunition, it can no longer attack or return fire when defending. Therefore, it is important to keep your units supplied with ammunition.

Vehicular units also use fuel. For every movement point they spend, they must also pay one point of fuel. If there are snow conditions, then the cost is doubled. When a unit runs out of fuel, it can no longer move. The organic transports for leg units also use fuel, even if the infantry do not use the transports because the truck or half-tracks have to drive to follow them. Air units do not use fuel points due to the scale of the battles as compared to their range. Naval units use one point of fuel per ocean hex.

Resupply

Units can be supplied quite easily. You do not have to manage supply trucks or the like. Instead, as long as a unit does not move or attack during a turn, it will be automatically resupplied at the end of the turn. You can also give it an order to resupply. Each time you resupply a unit, it receives its maximum amount of fuel and ammunition. Therefore, if it is near empty, it will take two turns to bring a unit back to its maximum levels. However, if an enemy unit is adjacent, the resupplying unit will only receive a portion of their normal supplies. For each additional enemy unit, that portion is further decreased.

REPLACEMENTS

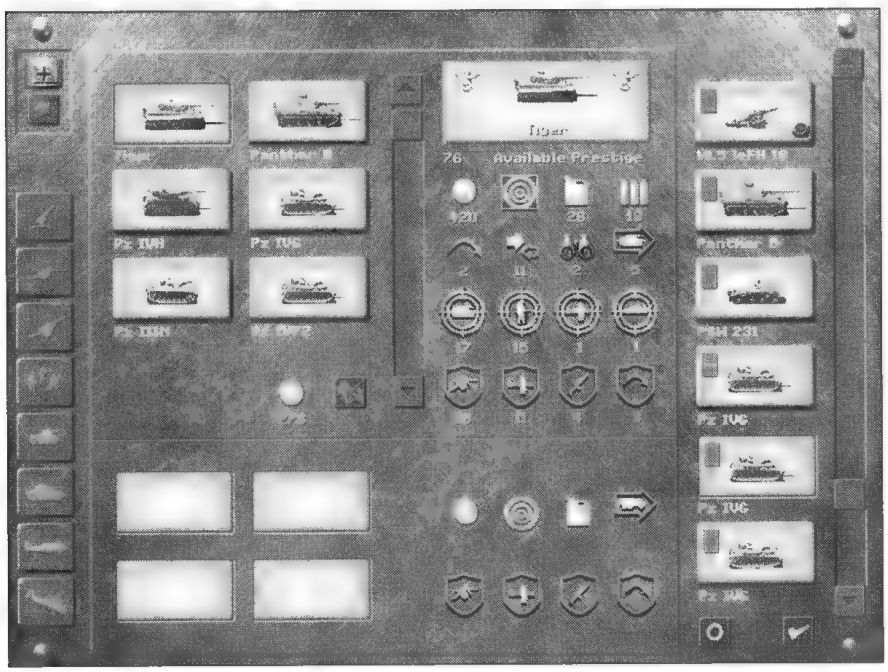
When a unit takes damage and its strength decreases, you can restore its strength to a maximum of 10 by giving the unit replacements. Because prestige points used for replacements are essentially returned to you at the end of a scenario, use them without hesitation. It is cheaper to bring a damaged unit back to strength than to requisition an entirely new unit. Therefore, as units become very weak, pull them back from the front line and replace their losses. In campaign games, you should give your core units higher priority for replacements than the auxiliary units that have been loaned to your command, since you want to keep the experience they gain and take them on to the next scenarios.

REQUISITIONING NEW UNITS

As you progress through a campaign, you will need to add new units to your core force. Prestige points can be spent for requisitioning these units. While you can do this at any time during a scenario, you will usually want to do it in between scenarios. This is because all new units must be deployed near a supply point. If it is late in the game, these units may not be able to reach the fighting before time has run out. Aircraft, on the other hand, can be deployed at any airfield, including one that you have captured from the enemy. Even if you have to deploy them at the rear, their long movement range will still allow them to get into the action.

UPGRADING

As new types of weapons become available, you can improve the capabilities of your old units by upgrading them. This can only take place on the field headquarters screen in between scenarios. Upgrading costs less than buying a new unit of the same type and allows you to pass the experience level of the old unit to the upgraded unit. Tanks and aircraft are some of the main areas where upgrades can be important, especially in the Blitzkrieg campaign, which covers several years. A tank that was powerful in 1939 will be of little use against the latest models in 1943.



You can upgrade and overstrengthen your veteran units from the Field Headquarters screen in between scenarios within a campaign game.

OVERSTRENGTHENING

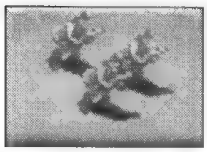
As your units gain experience, they not only become better at combat, they can also be overstrengthened. For every level of experience, you can increase a unit's maximum strength by one point. So a tank with an experience level of 5 (the maximum) can be overstrengthened to a strength of 15. This process can only take place on the field headquarters screen in between scenarios. Units that have been made overstrength can cause more damage during an attack because of their greater strength value, and they also can take more damage before being destroyed. If an overstrength unit takes damage, it cannot replace its losses above 10 strength points during a scenario. It must wait until the scenario is over to overstrengthen again. If you have enough prestige points, overstrengthen all of your units that you can afford. Give aircraft the highest priority, followed by armor, artillery, and then the rest of your units.

CHAPTER 4

The Weapons of War

Panzer General II contains hundreds of different types of combat units that you can either command or fight against. Each one has its own strengths and weaknesses. As a commander it is important to know the capabilities not only of your own troops and their weapons but those of your enemies as well. This chapter covers the many different classes and subclasses of units found in *Panzer General II*. In addition, each unit has an opportunity to gain a leader during a battle. Leaders provide bonus abilities to the unit for the remainder of the campaign. These various abilities are discussed as well.

GROUND UNITS



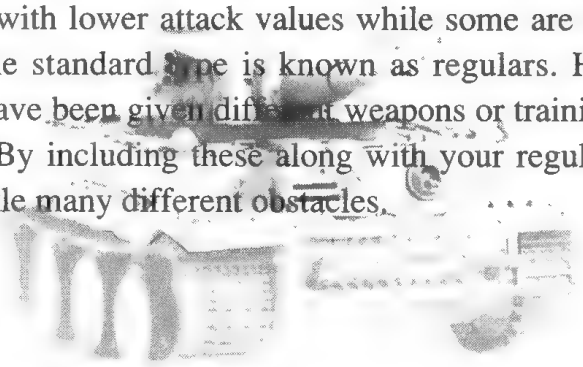
Infantry

Infantry usually comprise the core of your army—as they do in nearly every army. Even though the Second World War illustrated the strength and power of technology, with major advances in armor and air power, it was still the riflemen on the ground who had to dig in and defend a position or root out dug in defenders. In fact a majority of the soldiers who fought in this great war served in the infantry.

In the game, infantry are relatively cheap as compared to other unit types. They are considered a soft target and most will have a decent soft attack value. However, unless they are a specialized unit, their hard attack values are usually low and anti-aircraft values virtually nonexistent. Their main advantage is their ability to dig in quickly and take cover in defensive terrain, such as a city, forest, or rough. As a result, noninfantry units face a difficult time attacking infantry units when they are defending in a defensive terrain. Therefore, the best unit for such a job is your own infantry.

On the other hand, infantry units are extremely vulnerable in open terrain if not supported by other units, such as artillery, anti-tank, or air defense. Infantry also have a very limited mobility, since they have to march into battle. If you are on the offensive, especially in the campaigns, it is well worth the cost to buy organic transports for your infantry units. This will increase the distance they can move each turn and allow them to keep up with other types of units, such as armor.

Infantry come in several different types. Some of these are militia or home guard units with lower attack values while some are elite units with greater values. The standard type is known as regulars. However, other types of infantry have been given different weapons or training to deal with specialized tasks. By including these along with your regulars, your force will be able to tackle many different obstacles.



Cavalry

The cavalry of World War II bore little resemblance to that found in a John Ford Western movie other than they both traveled by horseback. The traditional cavalry charges of the nineteenth century were nothing more than suicidal in the face of such modern technology as machine guns. In WW II, cavalry merely rode to the battle and then dismounted to fight. Even though the thought of cavalry in your army may seem archaic, they are worth considering. Cavalry have nearly twice the movement of regulars with the same firepower. Though they cannot be assigned organic transport nor be transported by air, they can be carried by naval transport. In addition, they do not cost much more than the regulars. This makes them a good value for sending after nonprimary objectives with little or no support, since they do not receive the defensive deductions of transported infantry. Try them. You might like them.

Engineers

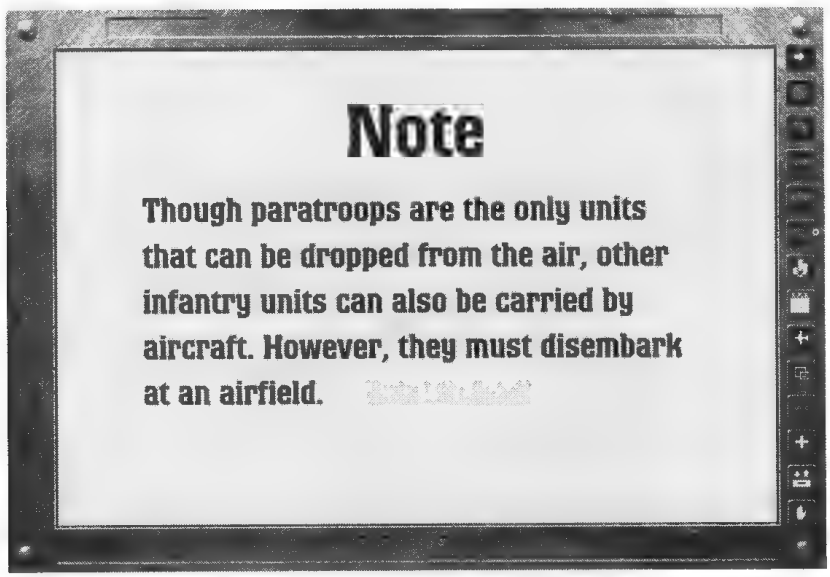
Engineers are one of the most important types of infantry in *Panzer General II*. There are two types: combat and bridging. Because of their specialized training and additional firepower, combat engineers are great at assaulting entrenched units as well as those in defensive terrain, such as cities, forests, and rough. Unlike other units, combat engineers disregard the entrenchment level of the unit they are attacking. With a little support from aircraft or artillery, a single engineer unit can clear a city in a single turn. Combat engineers are also better at fighting armored units, since they have a higher hard attack value than regular infantry. They can also destroy bridges, which can be useful when you are playing on the defense. Though they cost more, they are definitely worth it.

Bridging engineers are special types of units. Unlike other engineers, they are not as good at combat. However, they provide a special service. When they are positioned in a river hex, they allow all other units to cross the river in their hex as if there was a bridge there. Several of the battles have rivers that must be crossed. By using bridging engineers, you can avoid heavily defended bridges and cross rivers quickly and effortlessly. Their low price also means that you can afford one or two of these units without having to sacrifice much.

Paratroops

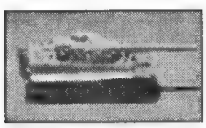
During the final years of World War I, the American General William "Billy" Mitchell planned an attack far behind enemy lines with men dropped from aircraft by parachute. The attack was scheduled for 1919, but the war ended before this assault could be made. The United States military let the idea drop as it pulled back into isolationism. However, the Soviet Union and later Germany saw great potential in dropping troops from the air. This was illustrated in the early part of the German Blitzkrieg: paratroops were dropped onto fortifications in the low countries, and they were able to capture them easily from the rear and top without having to face their tremendous forward-facing firepower.

Paratroops are one of the most difficult unit types to use. However, they can be very effective. Because all of their weaponry must be dropped from the planes with them, their attack values are usually lower than


Note
Though paratroops are the only units that can be dropped from the air, other infantry units can also be carried by aircraft. However, they must disembark at an airfield.

regulars. While airborne, they are extremely vulnerable to enemy fighters and should be escorted until you have achieved air supremacy. Once landed they also need support from either tactical bombers or other ground units. Therefore, do not drop them deep into enemy territory until you are able to link up with them within a few turns.

Armor



Tanks and armored vehicles were first introduced during World War I. These large, slow vehicles could plod across no-man's-land, impervious to the machine gun fire that made the passage so deadly to the infantry. Though the new tanks did help provide local victories, they had little overall effect in bringing the war to an end. In the years between the two world wars, several theories were developed on how to use tanks in war. One school of thought believed tanks should be used to support the infantry, while another saw tanks fulfilling the role of the cavalry of old by breaking through enemy lines and creating havoc in their rear area. As a result, two types of tanks were designed: fast, light tanks and slower but heavier infantry tanks. Neither was intended to be used for fighting other tanks. As the war progressed, the need for a tank to fight other tanks brought about the heavy tank.

Light Tanks

During the first years of WW II, the German army fought primarily with what would be considered light tanks. This type of tank fit nicely into their concept of Blitzkrieg. While they have weaker attack values than other tanks, light tanks have high mobility. They are best used for breakthroughs. Create a breach in the enemy's line with other units and then race your light tanks into the enemy's rear area where the defenses are relatively light.

Infantry Tanks

The British and the French developed heavier tanks to support their infantry. These infantry tanks were essentially the descendants of the first tanks. They have better soft attack and defense values than light tanks, but have considerably less mobility. Most tanks of this type also have poor hard attack values and are not as effective against other tanks. However,

they can be very effective against infantry, especially in open terrain. They can also be used for attacking fortifications. While *Panzer General II* does not specify infantry tanks as a type, they can be identified by these characteristics and used accordingly.

Heavy Tanks

During the first years of the war, tanks were intended for attacking infantry and other soft targets. Anti-tank guns were meant to deal with tanks. However, the highly mobile war on the Russian steppes called for a tank that could kill other tanks. Thus was born the heavy tank. This type of tank is heavily armored and armed with a large, high-velocity gun that can penetrate an enemy's armor by the momentum and kinetic energy of the round that it fires. These tanks are some of the most powerful units in the game and are nearly unstoppable—except to other heavy tanks. However, because of their large size, they quickly run out of fuel and ammunition.

Special Ability—Overrun

Tanks have the ability to continue the momentum of their attack by overrunning weaker units. If a tank attacks a weaker enemy and destroys it, there is a chance that the tank will be allowed to continue its movement and even attack again. This can continue until the tank runs out of movement points.

Artillery

Artillery can be your greatest friend as well as your worst enemy. *Panzer General II* has two types of artillery: towed and self-propelled. Towed cannot move at all unless it is assigned some type of organic transport. Self-propelled artillery can move on its own and does have a bit of armored protection. However, it usually has a smaller ammunition supply than a towed gun of the same firepower.

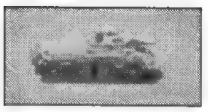
Artillery's main advantage is its ability to fire on enemy units from a distance without receiving return fire. Most artillery have high attack values that can cause a lot of damage to the enemy. On the other hand, artillery has low defensive values and is extremely vulnerable, and it cannot fire after it

has moved. Never leave your artillery in a position where the enemy can attack it. The computer AI will almost always go for your artillery if it can. On the offensive, use your artillery to weaken defenders and lower their entrenchment levels before other units attack.

Special Ability—Support Fire

While artillery is useful during attacks on enemy positions, it is especially deadly on the defense, even if defending against a counterattack. If an enemy attacks a unit adjacent to a friendly artillery unit, the artillery can fire in Close Support against the attacker. Any losses or suppression are applied to the attacker before the intended attack even begins. This can seriously weaken an attack or break it up altogether. Artillery can also use Support Fire to fire on any enemy attacking a friendly, nonadjacent unit, as long as the enemy is within range of the artillery units. However, this support is resolved using half of the artillery's attack value.

Due to this special ability, enemy artillery should be a primary target and destroyed before engaging any other units within their defensive support range. Since artillery will usually be positioned behind a line of enemy units, you will have to use flanking maneuvers or air power to destroy them.



Recon

Though they are relatively cheap, recon units are extremely important in *Panzer General II*. While they do not have great attack or defense values, they have high movement and spotting ranges. Information on the enemy is one of the most important keys to victory. Recon units can be sent out ahead of your main force to locate the enemy and discover its strengths while your other units move in for the kill. If you divide your army into *kampfgruppen*, each *gruppe* should have at least one recon unit. Recon units can also be used to capture undefended objectives quickly. However, because of their weak combat values, do not use them to attack enemy units unless they are already weakened.

Special Ability—Phased Movement

Unlike other units, which can only move once per turn, recon units have the ability to stagger their movement. This means that they can move a short distance, stop to look around, and then continue on. Each stop costs one movement point. This type of movement is best employed while scouting for the enemy. Since the recon unit's movement range is greater than its spotting range, it could be ambushed if it tried to move into a hex already occupied by an unseen enemy unit. Therefore, move your recon unit one hex less than its spotting range, stop to see if there are any nearby enemies and then continue on. You want to stop just short of the spotting range so that you do not end up adjacent to an enemy unit and in their zone of control, which would immediately end your movement for that turn.

Anti-Tank

As mentioned earlier, during the first years of WW II, tanks were built to kill infantry, and anti-tank units were for killing tanks. As a result, anti-tank units have high hard attack values and low soft attack values. Their low price makes them attractive, though they are also one of the more difficult units to use successfully in the game. Anti-tank units come in two main types: anti-tank guns and tank destroyers.

Anti-Tank Guns

Anti-tank guns are a towed weapon and cannot move at all unless they are assigned organic transport. They are great for defending against tanks, especially when they are entrenched. Their main drawback is their vulnerability when being transported, which makes them difficult to use on an attack, especially a fast-moving attack.

Tank Destroyers

Tank destroyers are a little easier to use than the towed guns. They are basically large anti-tank guns mounted on a tank chassis. While some tank destroyers have low defensive values, others have heavier guns and armor than any other armored vehicle. Some of these large tank destroyers can also fire at a range of two hexes instead of one, allowing them to attack

without receiving return fire. Tank destroyers do have a weakness. If they attack after they move, their initiative and attack values are decreased. Therefore, you should either attack before you move or move adjacent to an enemy tank unit and wait for it to attack you.

Even with the weakness with moving fire, tank destroyers can be very beneficial. Not only do they usually mount larger guns than contemporary tanks, they are also cheaper to requisition. Once you become skilled at using them, not even the most powerful enemy tanks can stop you.

Air Defense

Air defense units function much in the same way as artillery, in that they can fire in defensive support of any friendly unit within range that is being attacked by enemy aircraft. They come in two types: towed and self-propelled. Towed units cannot move unless assigned organic transport, and they cannot fire until the next turn after moving. They are best used for positional defenses near victory locations. Self-propelled air defense units, on the other hand, can keep up with an army on the march. This makes them great for armies on the offensive.

Air defense units are an inexpensive way to defend your ground units from air attack. They allow you to use your more expensive fighters for escorting your tactical bombers and hunting enemy air units instead of keeping a guard over a ground formation. Each of your *gruppe* should have an air defense unit assigned to it.

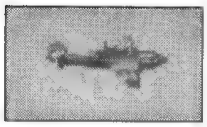
Fortifications

Fortifications are immobile positional defensive structures, such as strongpoints or networks of bunkers and pillboxes. They usually have high defensive values, are well entrenched, and have large amounts of ammunition. When attacking, avoid these if at all possible. However, if you need to eliminate them, use artillery and air strikes to soften them up and then send in combat engineers to finish the job.

Transport

Transports are the organic vehicles you requisition for carrying your infantry and towed guns. They can consist of horse-drawn wagons, trucks, half-tracks, or fully tracked vehicles. Wagons are cheap but have low movement values. Trucks are great for road movement but really slow off the road. Neither have much defensive values at all. On the other hand, half-tracks and fully tracked vehicles have some armored protection for their passengers, and they are better at moving across rough terrain. However, the latter two are also expensive, often costing more than double that of a truck. Infantry will dismount if attacked by ground units, while towed guns will receive the defensive value of their transport and cannot fight back. All transport units are extremely vulnerable to air attacks as well as artillery fire. Avoid moving transported units within range of enemy units. The computer AI tends to target them first due to their weakness.

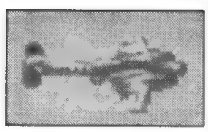
AIR UNITS



Fighters

Fighters are important for gaining air superiority over the battlefield. With their high air-attack values, they can engage any type of aircraft. They have a defensive support ability similar to artillery. If an adjacent friendly tactical bomber is attacked by an enemy fighter, the escorting fighter is allowed to fire at the attacker and any resulting damage or suppression is applied before the attack on the bomber is resolved. Unlike artillery, fighters can only offer this support once per turn. They can also support adjacent ground units that are attacked by enemy tactical bombers with the same once per turn limit.

While fighters are great for defending, they are best used to seek out the enemy and destroy first their fighters and then their tactical bombers. In fighter versus fighter combat, the attacker usually has the advantage, so always try to get in the first shot. Once enemy air units have been destroyed, you can also use your fighters to attack ground units.

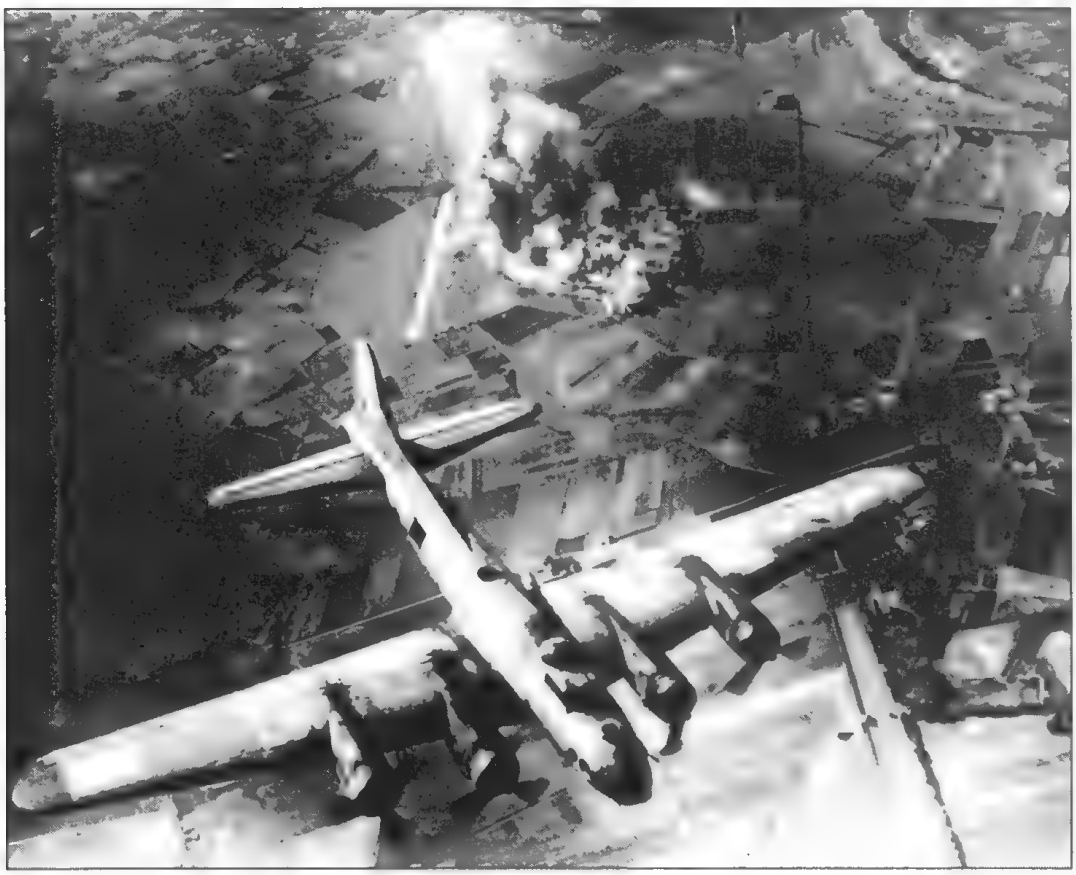


Tactical Bombers

Tactical bombers are the flying artillery of the battlefield. In fact, it was the successful use of this type of unit that made the Blitzkrieg possible, since normal artillery could not keep up with the pace of the advancing panzers. Tactical bombers usually have high attack values and can even cause some serious damage to heavy tanks. However, they are vulnerable to enemy fighters and need to be escorted unless air supremacy has been secured. During an offensive, tactical bombers are useful for attacking enemy artillery units behind the lines and putting them out of commission.

Special Ability—Continued Suppression

When a tactical bomber attacks an enemy unit, the suppression that results from the attack lasts for the remainder of the turn and not just to the end of the attack. Even if the bomber does not destroy the unit, such as an artillery unit, it can seriously weaken its defensive support abilities. Therefore,



attack with your tactical bombers before any of your ground units so that they can all take advantage of the continued suppression.

Air Transport

Air transport units are unarmed planes that carry infantry units. If these ground units have organic transports assigned to them, they must get rid of them before embarking. These transports are then lost for good and must be re-requisitioned after the end of the scenario. Air transport units are not requisitioned. Instead, each scenario gives the player a set amount of air transport points. Each point becomes a transport once a ground unit embarks on it. Once the unit has been carried to its destination, the transport point is returned to the pool and can be used again at any friendly controlled airfield. The transport does not have to fly back to pick up

another unit. Air transports are extremely vulnerable to enemy air defenses and fighters. Keep them escorted by your own fighters until you have achieved air supremacy.

NAVAL UNITS

Capital Ships

Capital ships consist of battleships, cruisers, and light cruisers. These large ships require such a big turning radius that they cannot move adjacent to other ships. Their big guns can also fire at extremely long ranges. After they have defeated any enemy naval vessels, use these ships to fire on ground units.

Destroyers

Destroyer units are used to escort the larger capital ships. They have a greater spotting and movement range than capital ships and also have good air attack values for defending against tactical bombers. However, they are no match for fighting capital ships. Instead, use them to find the enemy and then to protect the flanks while your capital ships move in for the kill.

Aircraft Carriers

Aircraft carriers are little more than floating airfields. Aircraft can refuel, rearm, and get replacements when they are over an aircraft carrier. These large ships are slow and extremely vulnerable to all types of attacks. Keep them away from the enemy and heavily escorted.

Naval Transport

All types of ground units can be carried by naval transport vessels and can even take along their organic transports. These naval vessels function similar to air transports in that each player receives a set number of naval transport points for a scenario. Units can use these points to embark at a friendly

port and then disembark at any unoccupied coastal hex. Keep these units under close escort as they are extremely vulnerable to both enemy naval and air attacks.

LEADERS

Every unit in *Panzer General II* has an inherent commander. However, during trial by fire of combat, a single soldier may rise above the rest and lead his fellow troops in a way that improves the unit's capabilities. Whenever a unit achieves a new level of experience, there is a chance that such a leader has appeared. To signify this, a cross or star will show up

next to the unit's strength tag. Each unit can have only one leader. This leader adds two special abilities to the unit. By going to the Field Headquarters screen, you can examine what they are. One is a class ability and the other is a randomly selected ability. Once a unit receives a leader, be sure to see what abilities are added to the unit, and keep these in mind as you issue orders to the unit. For example, if a unit has an ability such as Sustained Fire, remember that it can attack twice per turn.

By going to the Inspect Unit screen, you can see what abilities the leader adds to its unit. The first is the class ability and the second is the random ability. Leaders can make a unit much more effective and powerful in combat.

Class Abilities

Each leader provides a class ability to its unit based on the class of the unit. For example, every tank leader will provide the Aggressive Maneuver ability to a tank unit. Here are the class abilities.

Tenacious Defense

Once an infantry unit gains a leader, they have the ability of Tenacious Defense. Not only does this increase their chance for a close defense when attacked while located in a city, forest, or rough hex, it also increases their ground defense value by +4.

Aggressive Maneuver

Aggressive Maneuver is gained by all tank units with leaders. It simply increases the unit's movement value by one.

Elite Recon Veteran

When a recon unit receives a leader, the resulting ability of Elite Recon Veteran increases the unit's spotting range by 2 hexes.

Tank Killer

The Tank Killer ability is given to anti-tank units with leaders. This lets the unit act as a tank unit during combat. That means they do not suffer a penalty to their initiative and attack values when they attack after moving.

Marksman

An artillery unit gains the Marksman ability when it has a leader. This increases its firing range by one hex.

Mechanized Veteran

If an air defense unit produces a leader, then it can Move and Fire. No longer is the unit prohibited from firing after moving.

Skilled Interceptor

While fighter units are normally limited to one interception per turn, those with leaders have the limit removed. They can make as many intercepts as they have ammo remaining.

Skilled Assault

The Skilled Assault ability is gained by tactical bomber units with leaders. The unit is not affected by "out of the sun" results.

Random Abilities

In addition to a class leader ability, each unit with a leader also gains a randomly selected ability. Some abilities have restrictions as to the class of unit that can receive it.

Aggressive Attack

All units can receive this ability, which increases all attack values by +2.

Determined Defense

This ability increases all defensive values by +2 and is available to all classes of units.

Battlefield Intelligence

Any unit can have this ability, which prevents the unit from being ambushed during movement.

First Strike

First Strike allows the unit to fire first if it wins the initiative comparison. Any damage is resolved before the enemy unit can return fire. Tactical bombers cannot receive this ability.

Resilience

Units with this ability receive less damage than usual during an attack.

Influence

Influence allows a unit to upgrade and receive replacements at a reduced cost in prestige points.

Fire Discipline

Units with Fire Discipline use ammunition at half the normal rate.

Liberator

Infantry, tank, recon, and anti-tank units with this ability receive additional prestige points for capturing cities.

Alpine Training

Infantry units with Alpine Training can move through forests and mountain hexes as if they were clear terrain.

All Weather Combat

Tactical bombers with this ability can attack ground units during turns of rain or snow.

Forest Camouflage

Units with this ability can only be spotted by adjacent units when they are located in a forest hex.

Combat Support

Any unit with the Combat Support ability provides a bonus to adjacent friendly units during combat.

Aggressive Maneuver

This ability increases the movement of any nontank unit by +1.

Skilled Reconnaissance

The spotting range of any unit with this ability is increased by one hex.

Reconnaissance Movement

This allows any unit to use phased movement like a recon unit; however, the second movement does not cost any additional movement points.

Skilled Ground Attack

This ability gives a unit a bonus when attacking a ground unit.

Street Fighter

Infantry, tank, recon, and anti-tank units with the Street Fighter ability ignore the entrenchment levels of defending units positioned in a city hex.

Overwhelming Attack

Any non-air defense unit with this ability converts some of its suppression results against an enemy ground unit into kills.

Superior Maneuver

Units with this ability can move through enemy zones of control without having to end their movement. This does not apply to artillery or air defense units.

Infiltration Tactics

Units with this skill ignore the effects of entrenchment.

Ferocious Defense

Any infantry, anti-tank, or air defense unit with this ability forces enemy attackers such as engineers to fight through their entrenchment value instead of ignoring it.

Overwatch

Any tank unit with the Overwatch ability will fire at any enemy unit that comes within its range of fire.

Devastating Fire

One of the best abilities available, this allows a unit to attack twice in the same turn.

Bridging

All ground units with this ability can cross rivers as if they were rough terrain.

Shock Tactics

If any unit, except tactical bombers, with the Shock Tactics ability inflicts suppression on an enemy unit during an attack, that suppression lasts for the remainder of the turn.

CHAPTER 5

Combat

Each scenario in *Panzer General II* will have several battles that take place during the course of play. Each of these battles, in turn, is made up of a number of smaller engagements or attacks. While a scenario would entail the capture of all victory locations, a battle might be the fight for control of a single location. During a battle, an infantry unit assaulting a defender in the city or an artillery unit firing a bombardment would each be attacks or engagements. Chapter 2 deals with overall strategies for how to plan your battles to win a scenario. This chapter covers the specific tactics you can use during your attacks and engagements to win a battle.

TACTICS

The art or method of planning a successful engagement or battle is referred to as tactics. Once you understand the basic tactics that can be used, you can customize them to fit your particular needs, no matter what situation your forces are in during the course of a battle or scenario.

Reconnaissance

Since you cannot shoot at enemies you cannot see, reconnaissance is an extremely important part of a battle. Recon units have the longest spotting ranges and should be used for this mission. Cavalry also works well. As your groups advance across the map, they need to be preceded by a unit or two that looks for the enemy. You do not want your troops to run into a trap. In other *General* games, air units such as fighters worked well in this role. However, *Panzer General II* has made it a bit more realistic by limiting the spotting ranges of all but recon units. While a fighter would have a good view of a battlefield, they would usually not have the ability to quickly report their sightings to units on the ground.

Artillery plays a major battle role in *Panzer General II*. An artillery unit several hexes away can fire in defensive support of the unit you are attacking. Not only can this break up the attack, it can also cause some serious damage to your attacking unit. Therefore, check the surrounding hexes with a recon unit before you attack so that you are not surprised. Once defending artillery units are located, they can be fired on by your artillery or air units before your ground attacks take place.

If a unit tries to move into a hex occupied by an unseen enemy unit, surprise attack occurs. Not only does the previously unseen unit get to attack the moving unit with a combat advantage, but it also gets to fire and resolve damage before the mover is allowed to return fire. By sending a recon unit ahead of your main body, it can find these hidden units before you move on top of them.

The best way to move a recon unit safely and effectively is by the use of phased movement. Unlike other units, recon units can move a part of their movement allowance, stop and look around, and then continue on.

Each time they begin the second or subsequent leg of the movement, it costs a single movement point. Move a recon unit one hex short of its spotting range, see if it can see anything, and then repeat the process again. You do not want your recon units to be surprised either.

Air Operations

Air units can be a powerful addition to the firepower of your force, and they can be a scourge to your unprotected ground forces. It is generally true that whoever controls the air will have a major advantage over the opposition. Air superiority is obtained when one side can perform air operations with little fear of enemy response, and the enemy air force is overwhelmed. Air supremacy follows superiority once all enemy aircraft have been destroyed and all airfields, where newly requisitioned air units could appear, have been captured. If possible, you want to achieve at least superiority over the battlefield.

Escorting

Tactical bombers and air transports can be very vulnerable to attack by enemy fighters. Therefore, both should be escorted by your own fighters. This is performed simply by positioning a fighter unit next to a bomber or transport unit. When an enemy fighter attacks the escorted aircraft, the escorting fighter intercepts the enemy. During an interception, the escorting fighter is allowed to fire on the attacker with damage and suppression applied to the attacker before it has a chance to carry out its attack on the bomber or transport. The interceptor is not attacked at all during the process. Each fighter can make only one intercept per turn unless the unit has a leader that allows otherwise.

When attacking an enemy tactical bomber or transport, make sure that it is not being escorted. If it is, attack the escorting fighter and shoot it down before attacking the main target. This makes teams of fighters a good idea. While one or two attack and destroy the fighter escort, the other can attack the bomber.

Flying Artillery

Tactical bombers are your flying artillery. They can fly over enemy lines and attack rear units, such as artillery, thus making your ground attacks much easier. During the later years of the war, tactical bombers can be more powerful than tanks in hard and soft attacks. These later bombers are also better defensively and can operate without an escort if necessary. After your recon units have located enemy units, call in your tactical bombers to take out or soften up enemy units that will hurt your attack the most, such as artillery, armor, or well dug in infantry.

Air Defense

While the best defense against air attack is a good offense, fighters are the most expensive units that you can requisition. Fighters act as escorts to ground units by intercepting any enemy aircraft that attacks an adjacent friendly unit. However, even if you can afford a few fighters, you do not want to waste their potential by keeping them over your own units for protection against enemy air attacks. Air defensive units are a much cheaper solution. Since tactical bombers and even some fighters can cause a lot of damage to ground units, especially in the later years of the war, it is imperative to provide air defense units for each of your groups. They often work better than fighters flying cover, since most air defense units have ranges greater than one hex. Not only will they fire defensively if a friendly unit within range is attacked, they can also fire on aircraft during their regular turn as well.

Since these types of units are deadly to aircraft, you want to make sure none are around when your aircraft are making their attacks. Either take them out with artillery first or send in a tactical bomber to attack them before the rest of your bombers attack other nearby targets. Though the bomber making the anti-air defense attack will take some damage, it will be less total damage than if the air defense unit was allowed to fire at several of your bombers during their attacks.

Combined Arms

Each unit in *Panzer General II* has its own specialties and strengths as well as weaknesses. In order to maximize your strengths and minimize your weaknesses, you should use each type of unit appropriately. To do this, organize your units into battle groups or *kampfgruppe*. While the size of each group and its consistency will vary with its mission, each group should contain a mixture of units to deal with whatever the enemy throws at you. A group should contain a recon element, an infantry element, an armored element, an anti-tank element if the armored element is not capable in that area, an artillery element, and an air defense element. Each element can be replaced by a different type capable of the same function. For example, during an airborne assault, paratroopers could be teamed up with fighters, for air defense, and bombers, for artillery and anti-tank support.

As a group comes in contact with the enemy after being spotted by the recon units, the artillery fires first followed by the other units. Infantry should be used for attacking other infantry in cities or other defensive terrain, while armor works better in clear terrain against infantry. No matter what the situation, a combined arms group has the means of dealing with it.

Meeting Engagements

Meeting engagements occur when two opposing forces run into each other. Neither side has time to prepare defensive positions or entrenchments. Armor units work very well in situations such as this.

When one of your groups comes across an enemy group, fire your artillery first if it is already set up and then form a line with your infantry and armor between the artillery and the enemy to protect it and other rear-type units. Next, make a ground attack against those units that were weakened by your artillery. If you do not finish the enemy off in one turn, then your units are already positioned to defend with the artillery and air defense units set up for support.

Prepared Attacks on Defensive Positions

This is the most costly type of attack you can make. In order to minimize your losses, it is best to take your time if you can. These usually occur at battles where you are trying to capture a city. The enemy is entrenched and has set up supporting units to fire in support. When you are preparing for an attack, do not feel like you have to fire while you are setting up.

If possible, maneuver around the flank of the enemy and hit the supporting units first. This will make your job a lot easier. However, terrain can limit your ability to do so. If you must make a frontal assault, here is how to do it. Position your infantry units in a line one hex away from the enemy. Armor does not work well against entrenched defenders unless you are using it in the anti-tank role. Set up your artillery within range of the enemy line, but out of range of the fire of the enemy's artillery. If the enemy has air defense units and you plan on using air power, target the air defense units with your artillery or even a tactical bomber. The enemy's artillery is your next target. Once it is destroyed, bombard the front line defenders. Even if you do not cause any damage to them, each attack reduces their level of entrenchment. Assault with engineers first because they avoid rugged defenses, followed by infantry, and then wipe up the weakened units with your armor and even recon units.

Defending a Position

At times, your task will be defending a city or other victory location. The way you deploy your units can make a huge difference in their effectiveness. If possible, set up your defenses by using the terrain in your favor. If there is a nearby stream or river, form your defensive line on its banks. The enemy will have to cross and attack you while still in the water. Infantry and armor units should be in the front line with artillery and air defense units directly or a hex behind. If you expect enemy air attacks on your air defenses, use two or more of this type of unit. Then, when a tactical bomber attacks one, the other will get to fire in support of the targeted unit. Anti-tank units work great if the enemy has a lot of armor. Your artillery units will have a tendency to run out of ammunition quickly, since they

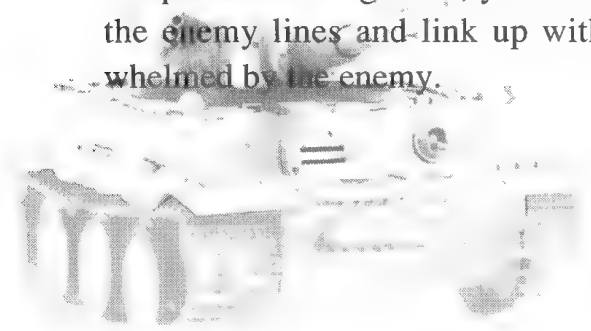
could be firing several times per turn. Once your ammo gets low, resupply the unit during your turn rather than taking the opportunity to fire on a single enemy unit.

Once the enemy units have bloodied themselves on your defenses, you should go on the offensive and wipe them out before they can replace their losses. As they withdraw, hit them with artillery and then pursue with armor.

Airborne Assaults

One of the riskiest but most rewarding operations you can perform is an airborne assault. Since you can only carry infantry, you will need to provide some air support if the enemy has more than a token amount of resistance in the area. In several scenarios, the enemy's supply points are located at the opposite end of the map from your initial deployment areas. During the course of the game, your enemy will be able to requisition many units and bring them into play at these locations. Therefore, the sooner you can capture these, the better. The same also goes for airfields and other victory locations. Fly your troops over the enemy's lines and to the destination. If the enemy has any fighters, be sure to escort your defenseless air transports. Send tactical bombers on ahead to prepare the landing zone by weakening or destroying any enemy unit in the area. Keep them there to support the troops after they have landed as well.

Airborne assaults can not only capture distant objectives early in a scenario, they can serve as a diversion by forcing the enemy to pull back troops from the front line to try and recapture the location. Once your troops are on the ground, your other ground forces need to break through the enemy lines and link up with the paratroops before they are overwhelmed by the enemy.



CHAPTER 6

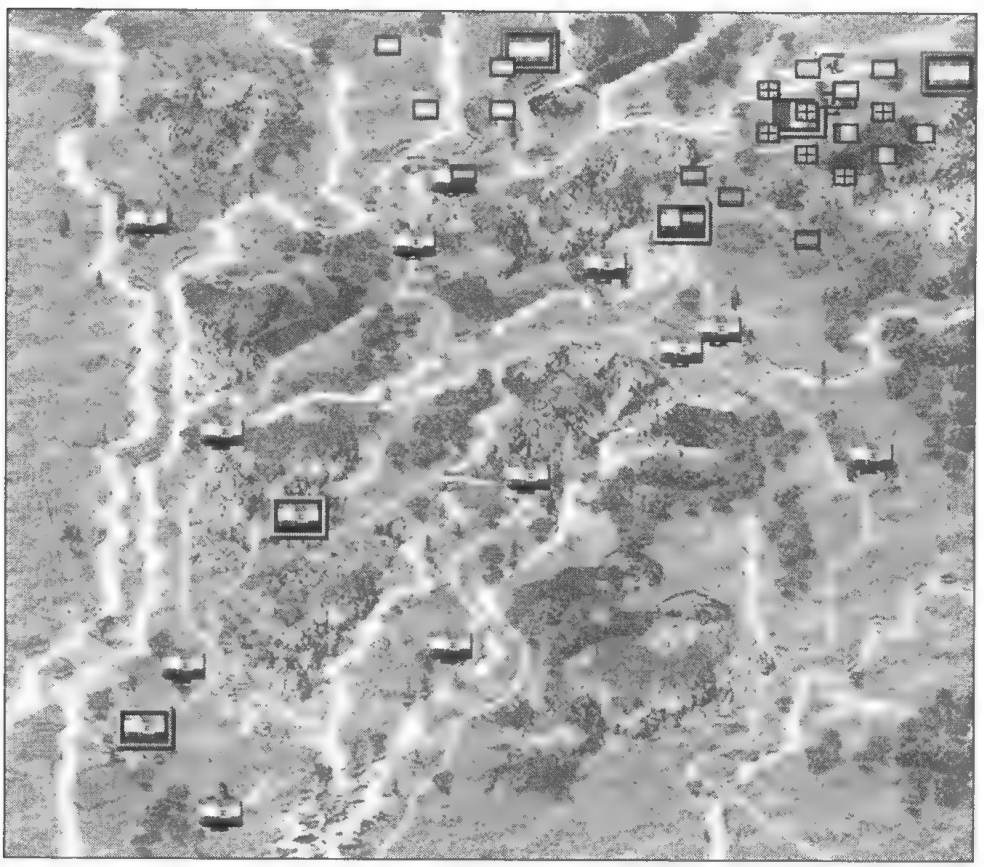
The Campaigns and Scenarios

BLITZKRIEG

The Blitzkrieg campaign begins with German support for Franco's Nationalists during the Spanish Civil War. It then carries the player to Poland, battles in Scandinavia, and war with France, Britain, Russia, and eventually the United States.

Madrid Offensive

Starting Date: 23 December 1938
Weather: Fair
Brilliant Victory: 12 Turns
Victory: 16 Turns
Tactical Victory: 20 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Nationalist Supply	14,01	80	Axis
Nationalist Supply	25,01	80	Axis
Algora	21,02	80	Axis
Almadrones	18,05	80	Allies
Torija	08,12	80	Allies
Guadalajara	04,17	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	22,02	40	Allies
Jadraque	12,04	40	Allies
Miralrio	11,05	40	Allies
Argecilla	16,06	40	Allies
Alaminos	19,07	40	Allies
Hontanares	18,08	40	Allies
Cienfuentes	23,10	40	Allies
Terrebelena	04,05	40	Allies
Torre del Burgo	06,10	40	Allies
Brihuega	14,11	40	Allies
Archilla	12,15	40	Allies
Taracena	05,15	40	Allies
Airfield	06,19	40	Allies

Axis Player

Your forces are divided into two groups. The western group is comprised of Spanish troops, while the eastern is a coalition of German, Italian, and Spanish troops.

With your western group, capture the towns of Jadraque and Miralrio. They are defended by infantry and an artillery unit. You may want to wait

for help from the eastern group before pushing too hard. The tactical bomber will be able to silence the enemy artillery before it causes too many casualties. Once both towns are captured, send one of your infantry units to capture Terrebelena and the rest toward Torre del Burgo and then south to join up with the eastern group.

The eastern group has a lot more firepower than the western. Right from the beginning, go to the Requisition Screen and get yourself a Ju-87B Stuka tactical bomber. Deploy it next to the airfield and then fly it to Almadrones to bomb the artillery positioned there. Use your artillery to bombard the middle of the 3 enemy infantry units to open a breach for a tank to go through and finish off their artillery. Eliminate all enemy units in the area and then send all of your forces down the road to Torija. Order one of your non-German infantry units to capture all of the towns in the north-east quadrant of the map. None of them are defended.

Torija is defended by an armored unit, so use your tactical bomber to weaken it before your ground units get there. Send your recon unit to Brihuega and Archilla, and then cross the river in the south to go after the airfield. Once you have this town, set up your units for the final attack on Taracena and Guadalajara. Create a front line of infantry with artillery right behind for support. The Republican forces will put up a tough defense. Keep a close eye on your German core units. Do not let them get completely destroyed, since you will need them for future battles. Pull them back and replace their losses if necessary. If you make a quick advance to Torija, then you can take a turn or two setting up for your final attack and still have enough time to take the final objectives for a brilliant victory. No matter what the results of this scenario, you go to Ciechanow.

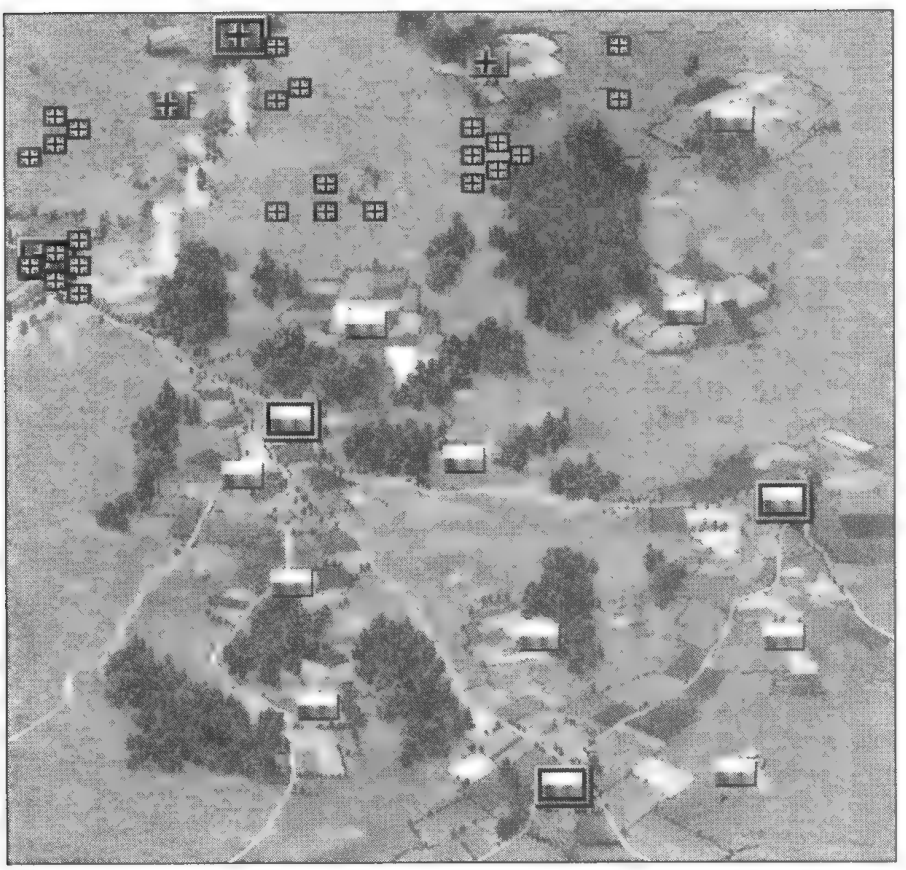
Allied Player

You do not have a lot of troops to start with. Hold in the northeast and north-center as long as possible to slow down the enemy's advance. Build up your main defenses around Torija, with your armor and artillery right behind it for support. You will get some reinforcements on turn three, so rush these infantry units to Torija to help out. This town is in a narrow pass, which means that the enemy cannot mass a lot of units for a quick attack. Instead, they must send one at a time.

In order to win, you must maintain control of Guadalajara for twenty turns. Unfortunately, you do not have enough units to make a counterattack into the enemy's rear area. However, you may want to retreat your eastern-most infantry unit in the north south across the Tajuna River and hide it along the map edge until all of the enemy units have passed by, and then send it to take the Axis victory locations while the enemy is attacking in the southwest.

Ciechanow

Starting Date: 05 September 1939
Weather: Fair
Brilliant Victory: 13 Turns
Victory: 15 Turns
Tactical Victory: 17 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Neidenburg	10,01	160	Axis
Soldau	02,09	160	Axis
Mlawa	12,15	80	Allies
Przasnysz	32,18	160	Allies
Ciechanow	23,38	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	07,03	40	Axis
Janow	20,02	40	Axis
Chorzellen	30,04	40	Allies
Wieczfnia	15,11	40	Allies
Kryznowloga	28,11	40	Allies
Wisniewka	10,17	40	Allies
Airfield	19,16	40	Allies
Zuromin	12,21	40	Allies
Zenbok	22,23	40	Allies
Niedzborz	13,25	40	Allies
Zielona	32,23	40	Allies
Airfield	30,28	40	Allies

Axis Player

During your time at Field Headquarters before you begin this scenario, overstrength as many units as you can, upgrade your tank, and requisition the following units: a PzIV tank, a PSW 231 recon, an artillery unit with truck transport, a SdKfz air defense, and a fighter. Deploy your aircraft, recon unit, an artillery unit, your tanks, and some infantry south of Janow and the rest near Soldau. Your forces are divided into four groups: western, center, eastern, and a cavalry group.

The cavalry group should head east to take the undefended city of Chorzellen for some quick prestige points. Then, slowly make your way south, staying east of Kryznowloga. Southeast of this city are a couple of artillery units. Wait to attack until the eastern group can assist. After this area is secure, attach the cavalry units to the eastern group.

The eastern group should head southeast through the gap in the forests. Polish artillery is hiding on the other side, so send your recon unit in first to find it and then your tactical bomber to take it out. Send a unit or two to take the airfield and then link up with the cavalry to capture Kryznowloga and then Przasnysz. Then head south to take Zielona and the second airfield and join with the other groups in attacking Ciechanow.

The center group is rather small. Its job is to take Wieczfnia and then assist the western group in attacking Mlawa. Once this city is captured, attach the center group to the western group.

The western group faces the most opposition. Its first objective is Mlawa. Deploy this group in a north-south line with the north end along the road to Mlawa and infantry units adjacent to each other with artillery right behind. Polish artillery units are positioned in Mlawa and east of the forest located south of the road. There are also several infantry units that will try to counterattack as you advance. You may want to send an enveloping force of a couple infantry units south around the forest, and then hit Mlawa from the direction of Wisniewka. Once Mlawa is captured, quickly advance toward Ciechanow, capturing enemy cities along the way. If both eastern and western groups arrive about the same time, you can surround the city and take it within a couple of turns.

If you achieve a brilliant victory or victory, your force will be sent to help your Finn allies at Suomussalmi. Otherwise, you will be sent west to attack the French at Sedan.

Allied Player

Your mission is to keep the German forces from capturing all of the victory locations for seventeen turns. You have a lot of forces with which to defend your cities. Mlawa has plenty of units. However, send all of your infantry and artillery to defend at the gap in the forests west of Kryznowloga. If you

mass your forces here, you will not only stop the German advance in this area but you can then move west to hit the German's western force from the north. Then you can send a couple units to capture Neidenburg and Soldau to win the scenario for you.

Suomussalmi

Starting Date: 25 December 1939
Weather: Snow
Brilliant Victory: 12 Turns
Victory: 18 Turns
Tactical Victory: 22 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,27	160	Axis
Axis Supply	01,03	80	Axis
Piispajarvi	12,03	80	Allies
Soumussalmi	10,22	80	Allies
Raate	27,24	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	02,25	40	Axis
Airfield	21,06	40	Axis
Juntusranta	21,08	40	Axis
Puras	20,18	40	Axis
Airfield	27,24	40	Allies

Axis Player

Requisition an artillery unit, a recon unit, and another PzIV tank if you can afford to before the scenario begins. Deploy a tank and an infantry unit near the northern supply point and the remainder of your forces across the river from Soumussalmi. It may snow during several of the turns, so do not rely too heavily on your aircraft.

Your northern group is to take Piispajarvi along with a couple of Finn infantry units that are also in the area. This city is not heavily defended. Once you have captured it, send this group south toward Raate to assist the southern group in their attack.

The southern group faces a large defending force at Suomussalmi. Be careful because there are 3 artillery units providing defensive support to the rest of the units and each other. They are located at (07,21), (08,21), and

(10,22). Use your tactical bombers and artillery to eliminate these units before beginning your assault. The rivers are all frozen, so you can make a frontal attack right into the city. Once you have captured and secured the city, advance toward Raate. The Soviets have a small force near the bridges over the stream, so eliminate these units as you move to keep them from recapturing victory locations in your rear area.

The Soviets do have a small air force, so keep your tactical bombers escorted and an air defense unit near your artillery and other vulnerable units. Raate is also a supply point, so expect the enemy to receive reinforcements. You should have plenty of time to set up your artillery and bombard the enemy defenses before beginning your assault. Move your infantry and armor units adjacent to the city so that the enemy cannot requisition new units while your artillery prep is taking place.

If you can achieve any type of victory, you will be sent to Norway to attack and capture Lillehammer. Otherwise, your units will take part in the invasion of France by crossing the Meuse River at Sedan.

Allied Player

The Soviets have enough forces to actually go on the offensive in this battle. Your forces begin deployed in three main groups: northern, southern, and reserve.

The northern group should advance toward the Axis supply point in the north. There are only 2 Finn infantry units in the area. Once you have it, send your infantry south toward the other victory locations while your recon unit moves to capture Juntusranta and the nearby airfield.

The southern group should remain in Suomussalmi and defend it against the Fascist attack. Protect your artillery units, since they will provide some excellent defensive support fire for your units.

Your reserve group is located at Raate and near the bridges over the stream in the south. Send your recon unit west across the frozen lake toward the Axis supply point and airfield. Keep it far enough south so that it can advance unnoticed by the enemy. Move the rest of your reserve group toward Suomussalmi to assist in the defense. If your defense is

holding, send a few units across the river and hit the enemy on their southern flank. By keeping the initiative, and going on the offensive, you can turn this defensive battle into an advance and win the scenario rather than just preventing the enemy from winning.

Lillehammer

Starting Date: 22 April 1940
Weather: Rain
Brilliant Victory: 10 Turns
Victory: 13 Turns
Tactical Victory: 15 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	07,30	80	Axis
Axis Supply	27,29	80	Axis
Skreia	13,29	80	Axis
Airfield	04,13	80	Allies
Airfield	14,04	80	Allies
Lillehammer	09,02	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Kapp	10,24	40	Axis
Airfield	25,25	40	Axis
Elverum	33,19	40	Allies
Hamar	22,18	40	Allies
Gjevik	05,17	40	Allies
Biri	06,09	40	Allies
Vigrom	06,04	40	Allies
Rena	35,06	40	Allies

Axis Player

At Field Headquarters before you begin, you may want to requisition a tactical bomber, a fighter, and a recon unit if you can afford them. All will come in handy during this scenario and can be used later as well. Deploy an infantry, armor, and artillery unit in the west for your western group and the remainder in the east to form the eastern group.

The western group is small, but it can handle anything that it comes up against. It must advance along a narrow road. Lead with your armor followed by the infantry and then artillery. The enemy has an artillery unit positioned just north of Gjevik, so use one of your tactical bombers to take

it out before you begin your attack. Take this town and the airfield directly north of it as soon as possible. Then continue north to assist the eastern group in the attack on Lillehammer.

The eastern group is your main force. Their first objective is the town of Hamar. An enemy artillery unit is located within the town, covering the defending infantry units. Use a tactical bomber to suppress or destroy it during the first turn. Hamar must be captured and the defenders eliminated by turn two at the latest. Send an infantry and an armor unit east to capture Elverum. Once it is taken, send the infantry north to seize undefended Rena. Meanwhile, advance the rest of your force northwest along the road toward the airfield. The enemy can requisition fighters, so keep your tactical bombers escorted and your artillery next to your other units to aid with air defense until you have achieved air supremacy. For your assault on Lillehammer, set up your artillery across the river from the town while your infantry and armor attack from the northeast. By now, the western group should be attacking from the southwest. With the combined firepower of your artillery and tactical bombers, your force should have no trouble taking the final city. Take a turn or two to weaken the defenses before beginning your ground assault if you can afford to and still get a brilliant victory.

If you can pull off a brilliant victory or a victory, your troops will be sent to France to attack near Sedan. A tactical victory will send you to Greece near Thermopylae. Don't lose or you will be relieved of command and sent back to Germany to live in disgrace.

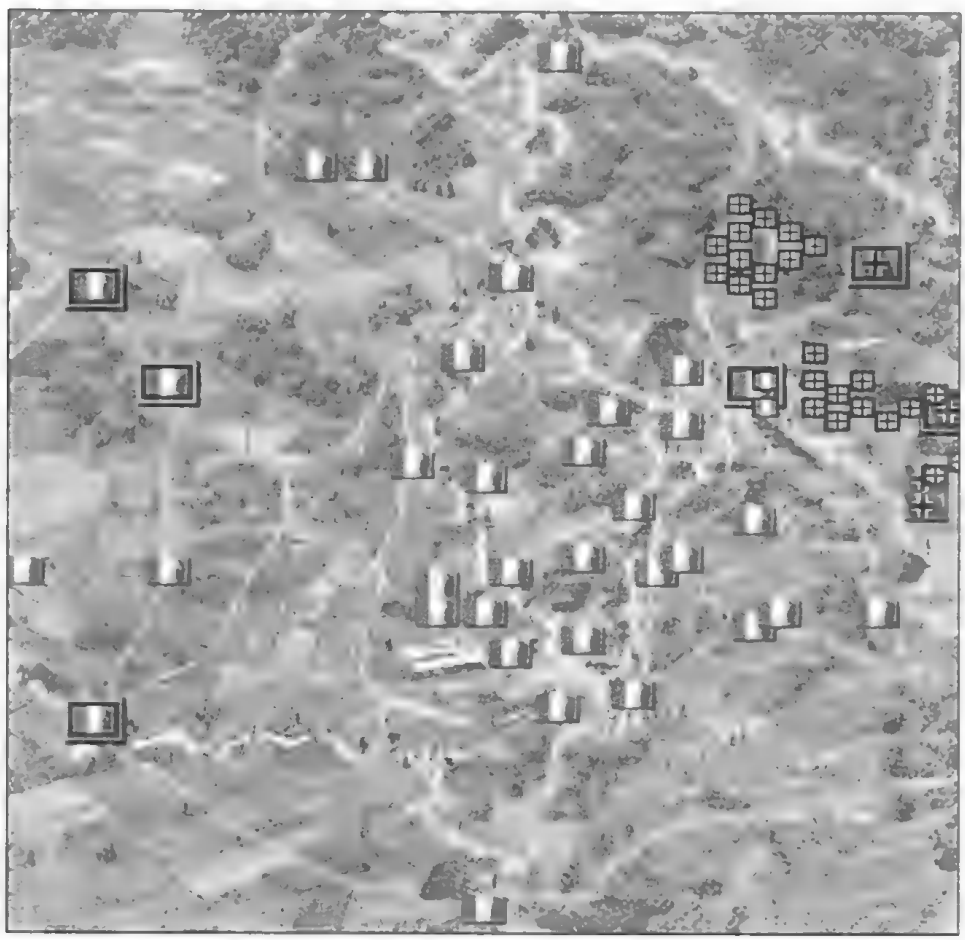
Allied Player

You begin the scenario with very few units. Send your units from Elverum to help defend at Hamar. Their main job is to delay the German forces for as long as possible. On the western side of the river, move all of your units south to defend at Gjevik. The Germans in this area must advance up a narrow road one at a time. Your artillery here will help defeat them. Since they have only 2 infantry and an artillery unit on this side, once they have been destroyed, move a unit south to capture Kapp and the Axis supply point.

You will receive some reinforcements at Lillehammer, but use your prestige points to buy additional infantry and artillery units. Defend at the airfield southeast of the city with infantry out in front and artillery right behind. If you can hold out for fifteen turns, you will win the scenario.

Sedan

Starting Date: 13 May 1940
Weather: Fair with chance of rain
Brilliant Victory: 12 Turns
Victory: 16 Turns
Tactical Victory: 18 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	36,09	160	Axis
Axis Supply	39,14	80	Axis
Sedan	31,13	80	Allies
Liart	04,10	160	Allies
Signy-l'-Abbaye	07,13	80	Allies
Rethel	04,26	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	38,17	40	Axis
Mouzon	38,18	40	Axis
Montherme	23,01	40	Allies
Rimogne	13,05	40	Allies
Renvez	15,05	40	Allies
Me'ziers	21,09	40	Allies
Boulzicourt	19,12	40	Allies
Donchery	28,13	40	Allies
Flize	25,14	40	Allies
St. Aignan	28,15	40	Allies
Poix-Terron	17,16	40	Allies
Singly	20,17	40	Allies
Sapogne	24,16	40	Allies
Omicourt	26,18	40	Allies
Bulson	31,18	40	Allies
Airfield	01,20	40	Allies
Nevion-Percien	07,20	40	Allies
Bouvellemont	18,21	40	Allies
Omont	21,20	40	Allies
Vendresse	24,20	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Malmy	27,20	40	Allies
Chemery	28,20	40	Allies
Jonval	18,22	40	Allies
Chagny	20,22	40	Allies
Airfield	21,23	40	Allies
Sauville	24,23	40	Allies
Stonne	31,22	40	Allies
La Basace	32,22	40	Allies
Yoncq	36,22	40	Allies
Le Chesne	23,25	40	Allies
Tanny	26,25	40	Allies
Vouziers	20,33	40	Allies

Axis Player

For this scenario, you will need at least 2, and preferably 3, recon units for picking up all the secondary objective locations. You should also have at least 2 tactical bomber and 2 fighter units as well. Deploy about half of your ground units in the northernmost deployment area to form the northern group, and the remainder along with all of your air units in the area east of Sedan will form the southern group.

Your northern group should head directly toward Me'ziers. You only need to destroy the northernmost fortification. Capture the town, and then send a fast unit north to Montherme and the other two northern towns and another fast unit south toward the airfield next to the river. Grab all of the secondary objectives along the way. While they are doing this, send the rest of your group to take Signy-l'-Abbaye and prepare for the assault on Liart. Once all of these cities have been captured, move your northern group south toward Rethel to join with the southern group for the final engagement.

The southern group has to cross the Meuse River under fire right at the start. There are 2 artillery units located just west of Sedan along the road. Take them out with your tactical bombers before beginning your assault.

Once they are either destroyed or suppressed, fire on the northern fortification with your artillery and then attack it with a Pioneere unit. Do the same the next turn with the other fortification. After eliminating the infantry in Flize, have a recon unit capture all of the towns on the island created by the fork in the river. Send your tactical bombers toward Yoncq to bomb 2 more artillery units, and send an infantry, armor, and artillery unit to clear the southeastern sector of any resistance that could counterattack your airfield and supply points. Once this is accomplished, return these units to the southern group, which should advance south to Tanny.

About turn four, the French will receive a lot of reinforcements in the southeast corner of the map and near Vouziers. You need to requisition some new units with all the prestige points you have captured. Another tactical bomber will come in very handy along with some infantry, preferably Pioneeres. Leave some units from your southern group at Tanny while the rest press on to Rethel. Keep them north of the river to avoid the French reinforcements. Since the French will also get some aircraft, escort your tactical bombers and try to provide some type of cover for your ground units as well.

Unless you want to fight all of the French reinforcements, race with both groups toward Rethel. The sooner you can take this final victory objective, the easier it will be. If you can achieve this with a brilliant victory or victory, you then get to race to stop the British evacuation at Dunkirk. A tactical victory will send you to Greece, and a loss will send you home.

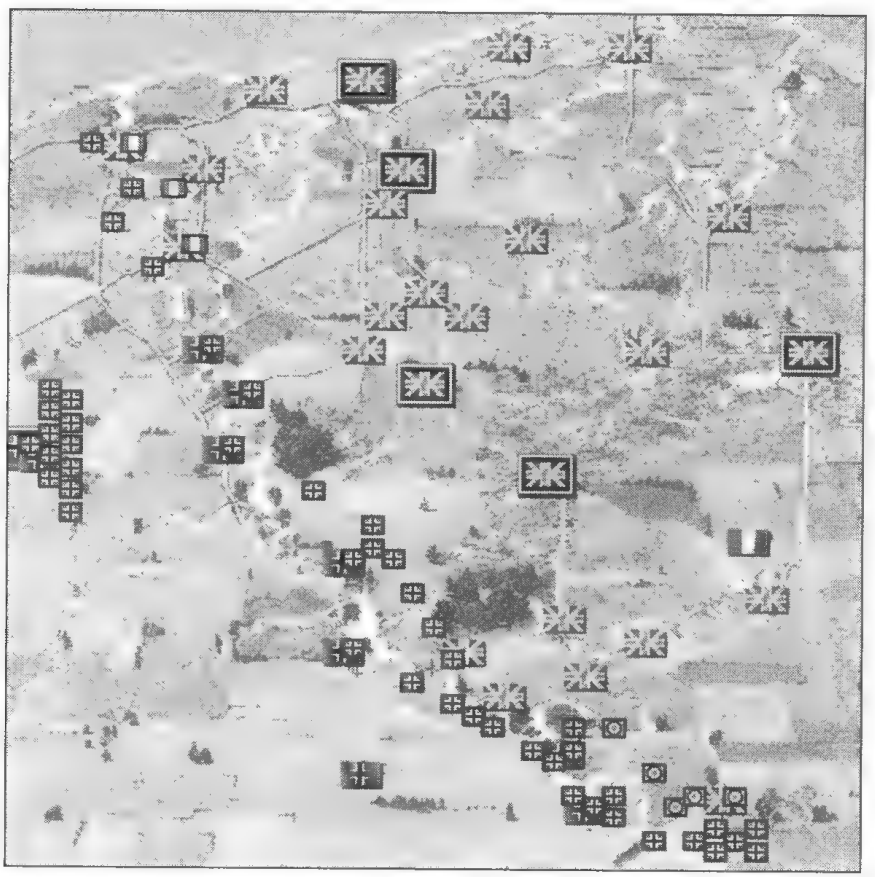
Allied Player

You start out with a small number of units. However, you can take the initiative right from the beginning. You will receive a lot of reinforcements on turn four, so if you can delay the German advance as much as possible, it will give you time to get your new units into position. The main German attacks will occur at Sedan and Me'ziers. There are several units located in the southeast near Yoncq. Order them to advance on the German airfield and supply point. They should be able to take it. Even if they are stopped, it will divert a lot of German units from the attack on Sedan and buy a lot of time.

Once you receive the reinforcements, send the eastern group either north to capture the German supply points or toward Sedan to recapture it if it has fallen. The western group should be sent northwest to help defend the westernmost victory locations wherever the Germans are advancing. While you can win by just holding at least one victory location until turn eighteen, you can earn a better victory by going on the offensive and capturing the German supply points.

Race to Dunkirk

Starting Date: 21 May 1940
Weather: Fair
Brilliant Victory: 9 Turns
Victory: 14 Turns
Tactical Victory: 20 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,19	160	Axis
Dunkirk	18,03	160	Allies
Ypres	40,15	80	Allies
Caestre	27,20	80	Allies
Bergues	20,07	40	Allies
Cassel	21,16	40	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	02,20	40	Axis
Watten	10,15	40	Axis
St. Momelin	12,17	40	Axis
St. Omer	11,19	40	Axis
Blaringhem	17,24	40	Axis
Aire	14,28	40	Axis
Airfield	18,34	40	Axis
Hinges	28,33	40	Axis
Bethune	29,35	40	Axis
Gravelines	06,06	40	Allies
Bourbourgville	10,07	40	Allies
St. Pierre Brouck	09,10	40	Allies
Mardick	13,03	40	Allies
Bray Dunes	25,01	40	Allies
Furnes	31,01	40	Allies
Airfield	24,04	40	Allies
Soex	19,08	40	Allies
Rexpoede	26,10	40	Allies
Noerdschote	36,09	40	Allies
Wormhoudt	21,12	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Ledrinham	19,13	40	Allies
Airfield	24,14	40	Allies
Arneke	18,15	40	Allies
Poperinghe	32,15	40	Allies
St. Venant	23,28	40	Allies
Robecq	25,30	40	Allies
Merville	28,27	40	Allies
Lestrem	29,29	40	Allies
Estaires	32,28	40	Allies
Airfield	37,23	40	Allies
Armentieres	38,26	40	Allies
La Bassee	36,35	40	Allies

Axis Player

This is not a difficult scenario to win; however, in order to invade England in 1940, you must really push to capture Dunkirk and the other victory locations in only nine turns. Deploy your units along the river between Blaringhem and Hinges. Your northern group consists of all units north of St. Momelin. The units from there to Aire are the center group, and the rest are the southern group.

The northern group's job is to just stay on the river and guard against an allied breakout. Use any artillery to fire on enemy units within range to cause the Allies to waste prestige points replacing the losses.

The center group is small but capable. Its first priority is to capture Cassel and then send a unit or two to take Caestre. From there, push forward onto Bergues and Dunkirk, capturing all the cities and airfields along the way. This is the force that will assault Dunkirk, so keep it strong by replacing any losses it incurs along the way. Assign a fighter and a tactical bomber unit to this group to help break through any resistance.

The southern group faces the most opposition and is therefore the strongest group. Its mission is to capture Ypres and as many prestige points as possible in nine turns. The western wing should drive toward Merville and Lestrem and then swing north to help capture Caestre if necessary, or it can head east toward the airfield. Be careful around this area. The enemy has a lot of artillery defending here. The eastern wing should advance toward Arnentieres, the airfield, and then Ypres.

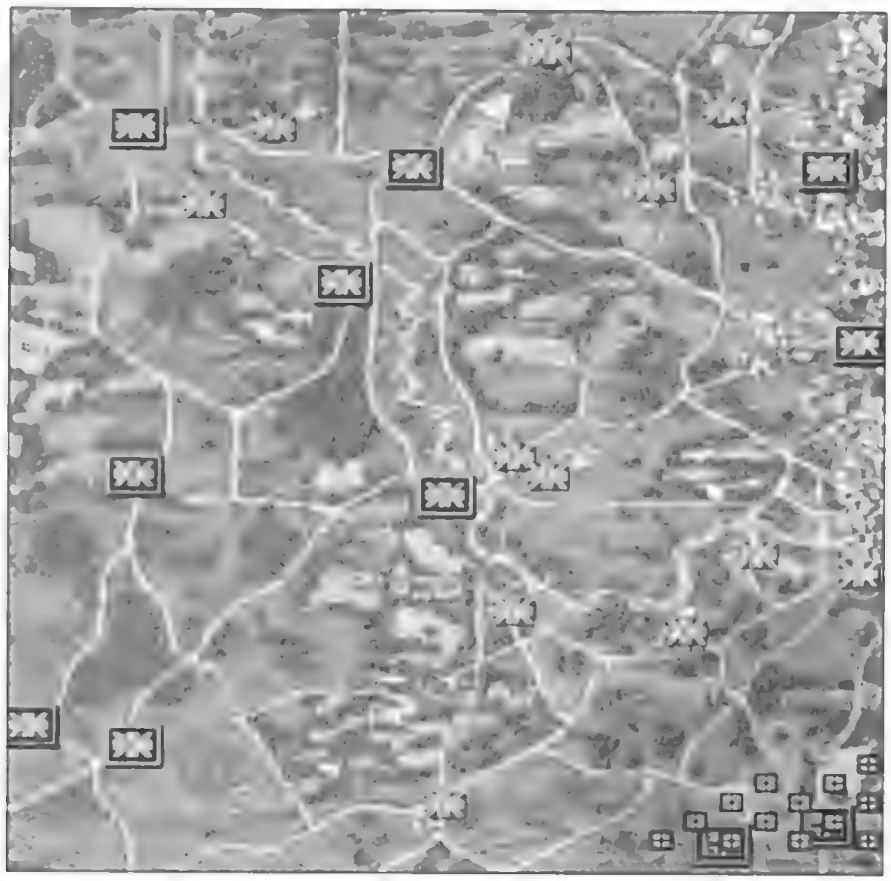
As mentioned earlier, completing the scenario in nine turns for a brilliant victory will give you a chance to take part in the invasion of England. A victory will send you to North Africa and the Pursuit to Tobruk. A tactical victory will mean fighting in Greece, and a loss, a disgraceful dismissal.

Allied Player

This is mainly a defensive battle. Your best strategy is to move all of your rear units forward to repel the Germans as close to the rivers as possible. You are initially weak near Cassel, so transfer a few units, including artillery, from east of Caestre to help on this front. Create a line of infantry here and in the south, with artillery positioned right behind them for defensive support. You have fighters, so use them to take out the German fighters first, followed by the tactical bombers. You will receive some reinforcements from the sea. Use them to beef up your defenses around Dunkirk. You do not have enough forces to really consider an offensive, so just stick to defense.

Windsor

Starting Date: 13 August 1940
Weather: Fair
Brilliant Victory: 9 Turns
Victory: 12 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Leatherhead	24,21	160	Axis
Airfield	21,21	80	Axis
Maidenhead	04,03	160	Allies
Slough	12,04	160	Allies
Windsor	10,07	80	Allies
London	24,04	160	Allies
London	25,08	160	Allies
Allied Supply	04,12	160	Allies
Egham	13,12	80	Allies
Sandhurst	01,18	160	Allies
Camberley	04,19	80	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	08,03	40	Allies
Bray	06,05	40	Allies
Southall	21,02	40	Allies
Yiewsley	19,04	40	Allies
Staines	15,11	40	Allies
Chertsey	15,15	40	Allies
Woking	13,20	40	Allies
Weybridge	20,16	40	Allies
Walton upon Thames	22,14	40	Allies
London	25,14	40	Allies

Axis Player

You must deploy all of your units in the southeast corner of the map. Form three groups. The western group should contain a recon, an artillery, and a total of 3 units of infantry and armor. The eastern group needs an artillery unit and a total of 3 units of armor and infantry. The rest can be assigned to the center group.

The western group can advance quickly at the beginning. Woking is undefended. Capture it and then continue on to Camberley and Sandhurst. The quicker this is accomplished, the less time the enemy has to deploy newly requisitioned units there. You may want to assign a tactical bomber to this group around turn three for a temporary boost in firepower. Once these two cities are under your control, advance north toward Maidenhead, capturing all objectives along the way.

The center group faces the heaviest opposition and should have all aircraft assigned to it for at least the first two turns. Its first mission is to secure the bridges over the Thames River at Weybridge and Walton upon Thames. An enemy artillery unit is located in the latter. There are also several enemy fighters in the area. If any are near your targets, shoot them down with your fighters and then make sure that all of your tactical bombers are escorted until the skies are completely clear. Once these two

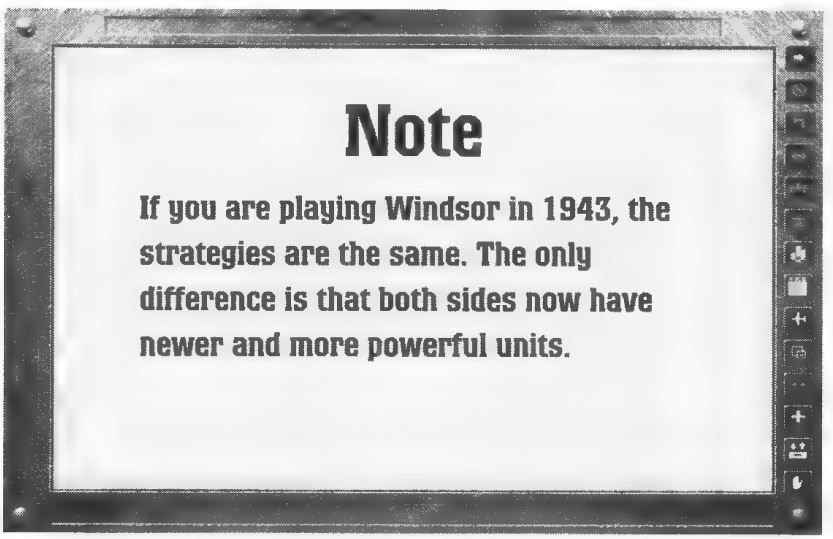
towns are captured, advance on Egham, Staines, and the nearby airfield. Once these are taken, continue on to Windsor and Slough.

The eastern group's mission is to capture London. After the center group has eliminated the artillery in Walton upon Thames, you should have no trouble. Just slowly advance through the city, surrounding any defenders and then eliminating them. Once all of London is yours, swing around to the west and assist the center group in the attack on Slough.

As long as you obtain some type of victory, you will be sent to take part in Operation Barbarossa in the south near Kishinev.A loss means an early retirement for you.

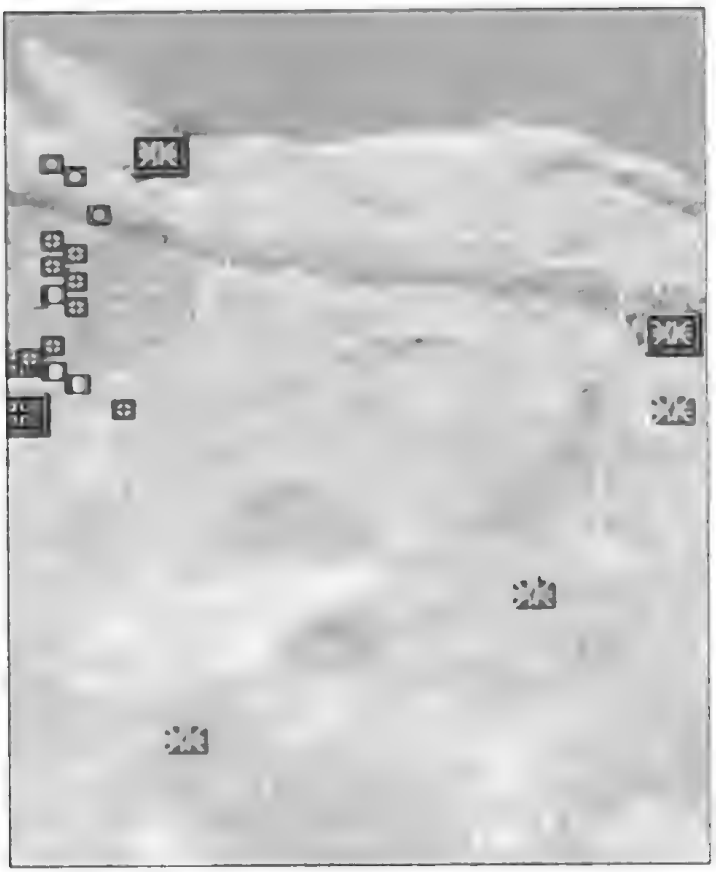
Allied Player

You have more than enough forces to totally wipe out the German invaders. However, your forces are scattered about the map. If you do not concentrate them, the enemy will be able to walk right through each little group by gaining a local superiority in firepower. Instead, move all of your units forward to create a line from Woking, north to Chertsey, and then east along the Thames River to London. You begin with several fighter units. Use them to wipe the enemy aircraft from the sky. Once your line is complete, slowly close in on the enemy and eventually capture the victory objectives to win the scenario.


Note
If you are playing Windsor in 1943, the strategies are the same. The only difference is that both sides now have newer and more powerful units.

Pursuit to Tobruk

Starting Date: 01 April 1941
Weather: Overcast
Brilliant Victory: 6 Turns
Victory: 10 Turns
Tactical Victory: 14 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,16	160	Axis
Ain el Gazala	07,05	160	Allies
Acroma	29,12	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	01,13	40	Axis
Airfield	08,28	40	Allies
Airfield	23,22	40	Allies
Airfield	29,15	40	Allies

Axis Player

The strategy for this scenario is fairly simple. Deploy your artillery units as close to Ain el Gazala as possible, with infantry and armor right behind ready to move forward. Deploy one of your recon units forward to get a good view of the enemy units. You will have only one group for this scenario.

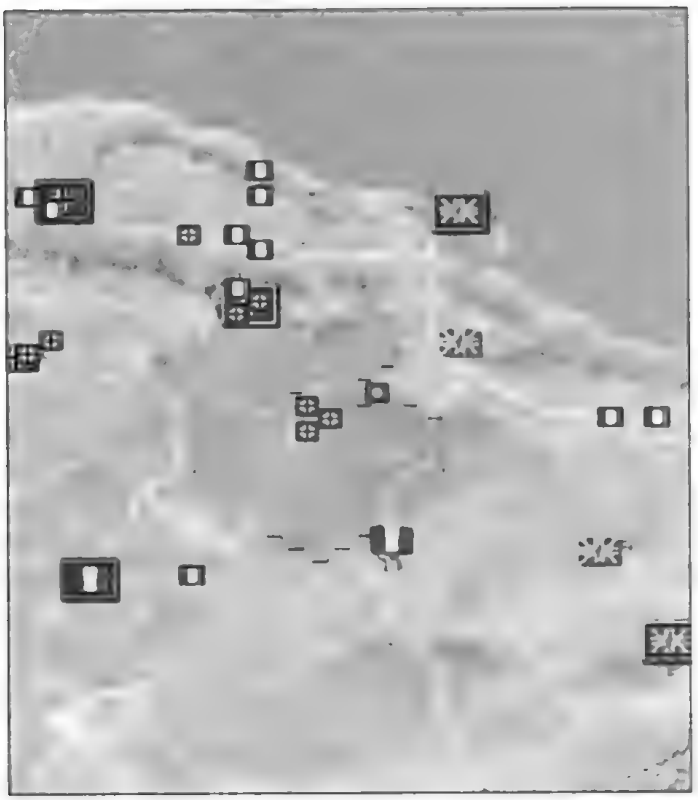
The two southern of the three enemy airfields are undefended, so send a recon unit to capture them, and then head for the third to scout out the eastern edge of the map. With the rest of your units, form a line of infantry and armor one hex away from the defenders near Ain el Gazala. Bombard them for a turn with artillery and air support before beginning your ground attacks. The defenders are tough to destroy, but you have enough firepower. Once most of them have been dealt with, keep enough units to take the city and send the rest toward Acroma. Once there, set up another line with infantry and armor in front and artillery in the rear, and reduce the defenses until you can take the city with few casualties.

Allied Player

Your force consists primarily of infantry. This makes a counterattack in the desert extremely difficult and not worth the risk. Instead, let the enemy come at you. Your troops are well entrenched. If they are not in rough terrain, move them there if you can. While you will receive reinforcements beginning on turn four, they are few and deployed near Acroma. When you can afford it, an artillery unit would make your defense of Ain el Gazala much easier. Fly your fighters west as well to take out any German aircraft before they can cause too much damage to your ground troops. If you can hold out for fifteen turns, you will win the scenario.

Tobruk

Starting Date: 08 April 1941
Weather: Overcast
Brilliant Victory: 6 Turns
Victory: 9 Turns
Tactical Victory: 12 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	03,08	80	Axis
Axis Supply	05,22	80	Axis
Acroma	10,13	80	Axis
Tobruk	20,09	160	Allies
Sidi Rezegh	29,25	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	01,14	40	Axis
El Aden	17,21	40	Axis
Airfield	20,14	40	Allies
Airfield	26,22	40	Allies

Axis Player

Divide your units into two groups. Assign two-thirds of the units to the northern group and deploy it in the north. The rest go to the southern group, including the Italian units in the east. There is not a lot of room for maneuver, so most of your attacks will be frontal.

The northern group's mission is to capture Tobruk and the nearby airfield. Once again, form a line of infantry and armor with artillery directly behind them and advance slowly on the city. Use tactical bombers to take out any artillery. The enemy has fighters, so keep your bombers escorted.

The southern group should use the same strategy and tactics to take Sidi Rezegh and the nearby airfield. Keep the Italians back until the main part of your group is close enough to support them, though if the airfield is left lightly defended, you might try capturing it so that the enemy aircraft cannot rearm and receive replacements there.

Allied Player

The Germans have stretched themselves thin during their advance this far. In this scenario, you can actually make a counterattack. Your units can be divided into two groups: northern and southern. The northern group's job is to defend Tobruk, while the southern defends Sidi Rezegh. There is an Italian infantry unit and a recon unit in the northeast. Move the southern group up to eliminate this threat to your rear. While this is gong on, take the southern group's recon unit and send it to capture El Aden, and then advance it farther to take the southern Axis supply point. Continue north to get the airfield and the other supply point. After the rear area is secure, send the rest of the southern group, along with the reinforcements you

receive on turn two, to El Aden and then toward Acroma to hit the Germans in the flank, while the northern group begins a frontal attack. Use your fighters to take out any enemy fighters or tactical bombers. You have enough forces in this scenario to capture all of the enemy victory locations and win the scenario offensively.

Thermopylae

Starting Date: 24 April 1941
Weather: Overcast
Brilliant Victory: 11 Turns
Victory: 17 Turns
Tactical Victory: 19 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Lamia	09,03	160	Axis
Molos	19,09	80	Allies
Oiti	07,12	80	Allies
Brallos	09,13	80	Allies
Ano	14,18	80	Allies
Amfiklia	16,19	80	Allies
Kifisokhori	22,22	80	Allies
Mavroneri	25,26	80	Allies
Allied Supply	32,31	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Milos	06,06	40	Axis
Moskhori	09,07	40	Axis
Airfield	11,05	40	Axis
Stillis	1804	40	Axis
Akladi	27,05	40	Axis
Kato Dhio Vouna	06,09	40	Allies
Ayla Trias	07,09	40	Allies
Shamnos	09,12	40	Allies
Paliokhorion	10,14	40	Allies
Gravia	08,17	40	Allies
Kalothronion	16,15	40	Allies
Ayla Konstantinos	29,12	40	Allies
Longos	32,13	40	Allies
Amtissa	04,25	40	Allies
Delphi	10,28	40	Allies
Ayla Marina	21,24	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Levkokhori	25,22	40	Allies
Atalandi	37,19	40	Allies
Airfield	26,29	40	Allies
Levadia	29,31	40	Allies

Axis Player

This scenario, though not too difficult, can be tough because of the narrow passes through which you must make your way to the victory locations. Deploy your artillery as far forward as possible, so that you can begin hitting enemy units on the first turn. You will need to divide your force into two groups: eastern and western. The first only needs an armor unit, a recon unit, 2 infantry units, and an artillery unit. The rest of your force should be assigned to the western group.

The eastern group's mission is to capture Molos and then continue on to Atalandi. That is it. While this might seem rather easy, it is harder than it looks. Molos is defended by infantry, anti-tank guns, and 5 artillery units! Needless to say, all but one of your tactical bombers (you should have at least 3 or 4 by now) should be assigned to the eastern group. Move your recon unit forward to find the enemy artillery units and then call in the air strikes. Once the artillery are destroyed or suppressed, begin your attack with the ground units. After Molos, there is little or no opposition in this area.

The western group, while it does not face a concentrated enemy, must move quickly down the mountain passes to get to the victory locations within the time limit of the scenario. Several enemy units are positioned along the road you must travel. Use your recon unit to look ahead for surprises. After the eastern group is through with the artillery, reassign the tactical bombers to the western group. After Brallos, the road splits. Send a recon or other fast unit southwest to capture all of the undefended cities along the smaller road, while your main force advances toward Ano. Resistance in the passes will be light, but the close quarters allow a single

infantry unit to stop your advance until it is destroyed. Most of your units will need to refuel before crossing the stream so that your final push to the Allied supply point will not be interrupted. After you capture the airfield, you can rearm your aircraft and use them to weaken the last defenders.

If you can finish the scenario in fifteen turns and achieve a brilliant victory, you will get to take part in Operation Hercules: the invasion of Malta. Any other victory will send you to the eastern front near Kishinev.

Allied Player

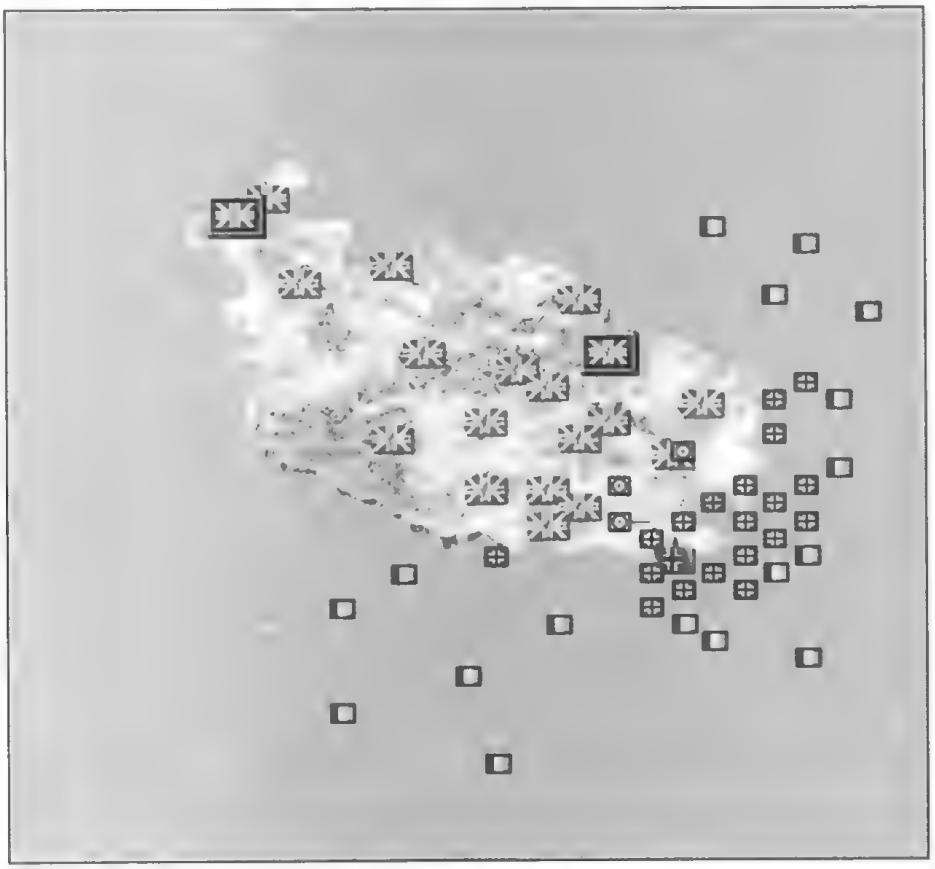
The Allies have a lot of units and firepower, but they are scattered about the map. Therefore, bring all of your rear units forward and box the Germans in. Hold near Oiti and Brallos in the west and Molos in the east until your rear troops arrive at the front. Then you can begin an offensive of your own and push the Germans out of Greece. If you keep all of your artillery well supplied with ammunition, you will have nothing to fear from the enemy's early attacks.

Malta

Starting Date: 24 May 1941
Weather: Fair
Brilliant Victory: 6 Turns
Victory: 10 Turns
Tactical Victory: 11 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Marfa	08,06	160	Allies
Vallena	20,10	160	Allies



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	22,16	40	Allies
Airfield	09,05	40	Allies
Mellieha	10,08	40	Allies
St. Paul's Bay	13,07	40	Allies
Musta	14,10	40	Allies
Sliema	19,08	40	Allies
Birkirkara	17,10	40	Allies
Hamrun	18,11	40	Allies
Citta Vecchia Rabat	13,12	40	Allies
Zebbuj	16,12	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Luga	19,12	40	Allies
Paula Tarshim	20,12	40	Allies
Zabbar	23,11	40	Allies
Zeitjun	22,13	40	Allies
Sijuwi	16,14	40	Allies
Im Kabba	18,14	40	Allies
Zurrieq	18,15	40	Allies
Safi	19,14	40	Allies

Axis Player

The battlefield in this scenario is quite small. In addition to your ground and air units, you also command several naval units. You can only deploy a few of your units on the island, while the rest begin offshore. Position an infantry unit in the hex in the north, and in the south put a recon, an infantry, an armor, and an artillery unit. Your force does not need to be divided into groups for this mission.

The enemy has several anti-aircraft guns scattered about the island. Locate them and attack them with your naval units before sending in your tactical bombers. Keep your bombers and air transports escorted until the enemy fighters have been shot down. Once you have landed your forces at sea, slowly advance off the beaches toward the middle of the island in a line, with your infantry and armor in front, followed by artillery. Hold any paratroops back until the fighters have been dealt with, and then drop them near Mellieha, from where they can begin their attack on Vallena with air support. Your forces should have little trouble advancing as long as you remember to concentrate your firepower on defenders that are well dug in. Vallena will be the toughest objective to capture because of the geography of the land as well as the enemy navy in the surround waters.

During the first few turns, use your navy to attack ground targets, such as anti-aircraft. However, once the advance begins, it is time to seek out and destroy the Royal Navy's presence in the area. Though you are outnumbered and outgunned, you can cause a lot of damage to the enemy if you use your fighter bombers to attack as well. Some of your vessels have long-range guns. Use them to attack smaller ships at maximum so that they cannot return fire. Also, gang up on enemy ships with several of your own and fire on one until it is destroyed or severely weakened before firing on another ship. If you do not engage the ships of the enemy navy, even if only to divert their fire, they will chew up your ground forces as they approach Vallena.

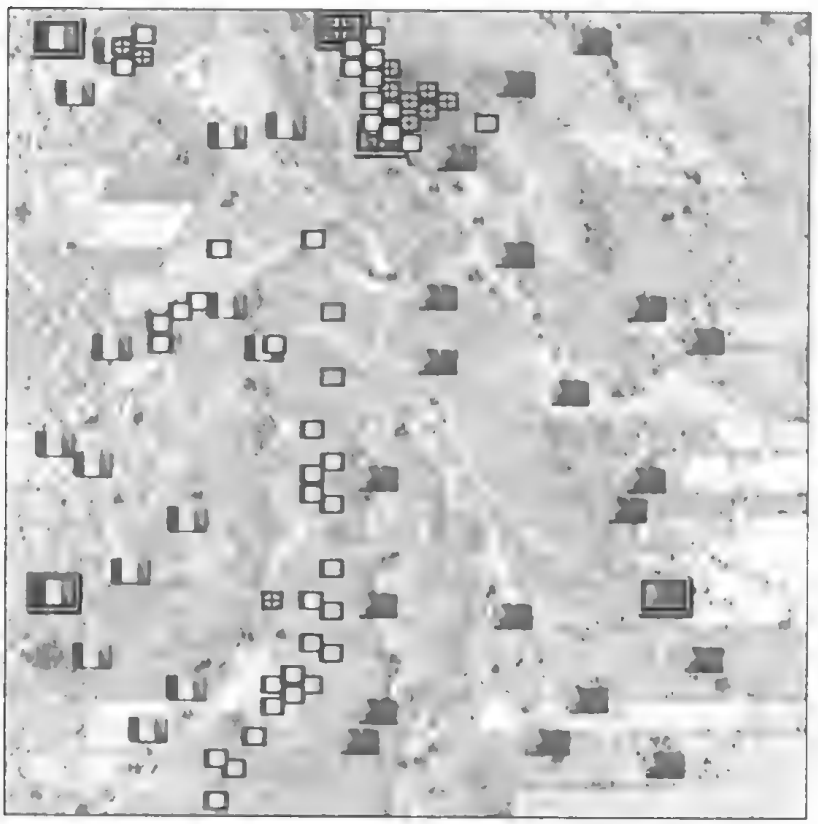
Allied Player

This is purely a defensive battle. There are no victory locations for you to capture. Therefore, you must hold out for eleven turns or eliminate every last Axis unit. While it would seem prudent to move all of your forces forward to form a defensive line, the enemy has paratroops that could fly over your line and drop in your rear area. Therefore, keep a few infantry units behind as garrisons. You have a lot of air defense units that will hurt the enemy if he or she tries to use tactical bombers against you. Your fighters should be used to seek out and destroy the enemy's fighters and air transports before they can drop their troops. While you do not receive reinforcements, you may consider requisitioning an artillery unit to help in your defense.

Once of your biggest advantages is your navy. It is very strong and should be used to engage the enemy ships as soon as possible to prevent them from bombarding your ground units. In order to do the most damage at once, have your entire naval force, less a few Tribal class units that should stay to guard Vallena, move east along the northern shore of Malta to find and sink the Axis naval force. Once this has been accomplished, you can begin shelling enemy ground units as you move to take out the southern enemy naval group.

Kishinev

Starting Date: 09 July 1941
Weather: Fair
Brilliant Victory: 10 Turns
Victory: 13 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Ungheni	03,01	160	Axis
Axis Supply	18,01	80	Axis
Sipoteni	20,06	80	Axis
Axis Supply	03,27	80	Axis
Kishinev	35,27	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	06,02	40	Axis
Valea Mare	04,04	40	Axis
Milesti	12,06	40	Axis
Barboeni	06,16	40	Axis
Nisiporeni	12,14	40	Axis
Jurceni	14,16	40	Axis
Gorban	03,20	40	Axis
Cotu Mori	05,21	40	Axis
Onesti	10,24	40	Axis
Leuseni	07,26	40	Axis
Cionra	05,30	40	Axis
Carpineni	10,32	40	Axis
Mingir	08,34	40	Axis
Bravicea	31,01	40	Allies
Raciula	27,03	40	Allies
Calarasi	24,07	40	Allies
Bucovat	27,11	40	Allies
Vorniceni	23,13	40	Allies
Airfield	23,16	40	Allies
Straseni	30,18	40	Allies
Recea	34,14	40	Allies
Radeni	37,15	40	Allies
Manoilesti	20,22	40	Allies
Ciopleni	34,22	40	Allies
Cojusna	33,23	40	Allies
Loganesti	20,28	40	Allies
Nimoreni	27,28	40	Allies
Airfield	37,30	40	Allies
Hincesti	20,33	40	Allies
Mereseni	19,34	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Iolovenia	31,32	40	Allies
Costesti	29,34	40	Allies
Molesti	26,37	40	Allies
Singera	35,35	40	Allies

Axis Player

There is a lot of ground to cover in this scenario, and a lot of it is rough or other slow terrain. You have some help from your Romanian allies in the southern part of the map. Deploy a small group near the southern supply point to help them out. This group should consist of a recon, an infantry, an armor, and an artillery unit. The remainder of your force should begin near Sipoteni. This is the northern group. The center group consists of the Romanian troops from Nisiporeni to Manoilesti. The southern group is comprised of all units south of the center group.

The southern group has some slow going for most of the scenario. Their first objective is to capture Loganesti. Your German units assigned to this group will definitely come in handy. Not only should you take the town, but destroy any nearby enemy units to secure your flanks. Then move your entire group to concentrate on Hincesti and Mereseni. These towns are supported by a few artillery units, so wait until the northern part of the group can join in the attack before moving within range of the Russian guns. The tactical bombers will be needed up north, so the southern group is on its own. The Romanian units in this group are expendable, so you can use them to rush forward and take the towns by brute force. You won't really need them after this attack anyway. Once these towns are taken, send your German units east, leaving the Romanians to guard the towns against Russian counterattack. All of the other southern secondary objectives are either undefended or very lightly defended. Once they are captured, head toward Kishinev to assist with the final assault.

The center group is one of the slowest groups you will ever command. The infantry is on foot and the artillery is horse-drawn. The rough terrain in

their area means that they can only move one hex per turn. The northern half should move to the eastern side of the river near Jurceni while the southern half moves north. This group is to form an anvil against which the hammer of the northern group will smash the Russians in this area. Once this is done, they can then begin their attack on Manoilesti.

The northern group has the most firepower and the biggest mission. First capture Calarasi. There are 2 artillery units south of the city, so use your tactical bombers to suppress them before your attack begins. Send a couple of units, such as an infantry and an armor, east across the hills to take control of all of the undefended cities along the eastern road down to Kishinev, while your main force moves south to take Bucovat. Once across the river, wheel your force around to the west toward Vorniceni to hit the northern Russian force in the rear. All enemy units in this area must be eliminated in order to secure your rear area. Your air units can use the captured airfield to rearm and get ready for the next phase: the drive on Kishinev. There are only token defenses until you get to the final objective. Refuel and rearm your units once you are near the city so that you do not run out in the middle of an engagement. Form a line around the city with infantry and armor in front and artillery behind. Target air defense units first so that your tactical bombers can then go in unmolested. The eastern part of your group can take the airfield near Kishinev and then attack from across the river. After a few turns of bombardment by your artillery and air support, the city will fall with few casualties on your part.

Any type of victory means that you have a tough fight ahead at Novgorod.

Allied Player

This scenario can be fought defensively and won. However, it is more interesting to take the initiative and go on the offensive. Your forces are scattered about the map. However, there are three main areas where the battles will be fought. In the south, you face a large force of Romanian infantry and artillery. They are slow moving, so you have time to bring troops from the southwestern area to defend at Hincesti and Mereseni. Form a line of infantry with artillery directly behind for defensive sup-

port. While the mission of this force is to hold for the entire game, if the opportunity arises, break though the enemy lines with a few fast units and try to capture as many cities as possible.

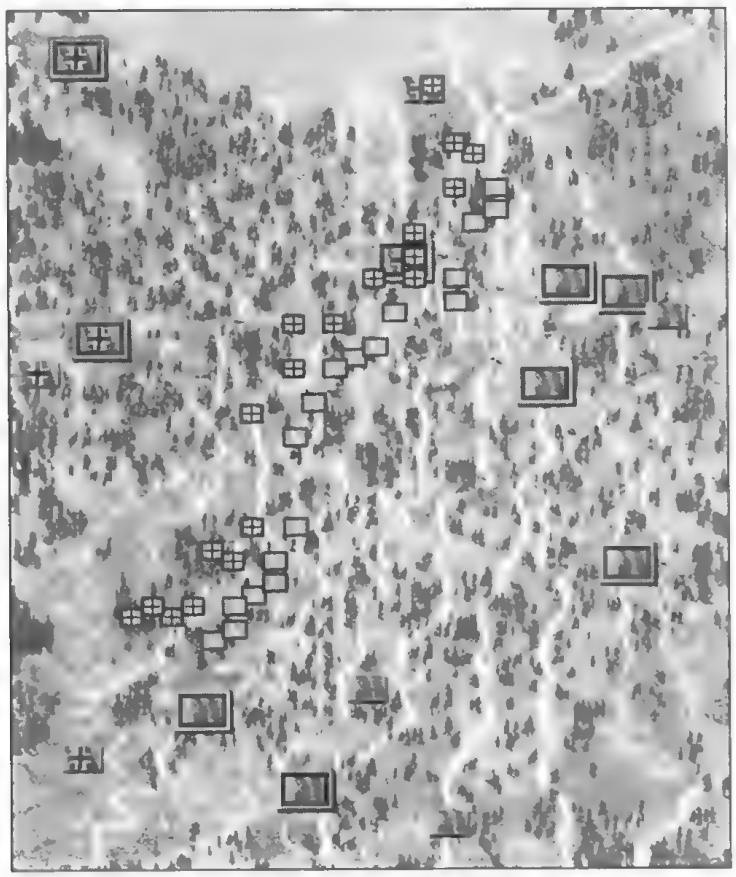
In the northwest near Vorniceni, go on the offensive and advance west to capture as many Romanian cities as possible. Once you cross the river, there is no opposition. You need leave only a few units behind to defend against the German drive from the north because you can send almost all of your units from around Kishinev and the cities north of it to defend on the southern banks of the river near Bucovat. Your units north of the river must delay the Germans long enough to set up your defenses east of the river. Send some light, fast units to keep an eye on the eastern road so that the enemy cannot sneak around your defensive line. With the prestige you will earn with your conquests in the west, you can requisition new units to defend Kishinev in case the enemy breaks through and makes it that far south.

Novgorod

Starting Date: 15 August 1941
Weather: Fair
Brilliant Victory: 14 Turns
Victory: 16 Turns
Tactical Victory: 18 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Shimsk	04,02	80	Axis
Valot	05,14	80	Axis
Staraya Russa	20,11	80	Axis
Parafino	28,12	80	Allies
Pola	31,12	160	Allies
Ramishevo	27,16	80	Allies
Zaluch'ye	31,24	160	Allies
Belebzika	10,31	80	Allies
Poddor'ye	15,34	160	Allies



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	02,16	40	Axis
Sluiplivka	04,33	40	Axis
Vzvatl	21,03	40	Axis
Airfield	33,13	40	Allies
Airfield	18,30	40	Allies
Peregino	22,36	40	Allies

Axis Player

This is the toughest scenario in the entire Blitzkrieg campaign. Try to avoid it by getting a brilliant victory at Kishinev because you can lose some of your most experienced units in this scenario unless you are very careful.

You have to cross a lot of rivers that are well defended by enemy infantry with lots of artillery support. You will need to divide your force into two groups. The southern group deploys near Belebzika and should consist of a recon, an artillery, 2 infantry, and 2 armor units. It will also need a tactical bomber and a fighter assigned to it as well. The northern group will have the rest of the units. This is a very easy scenario to lose. If the Russians capture Staraya Russa, it is all over. On your first turn, send several units to surround the city and make it a stronghold.

There are 3 artillery units that can fire into the southern group's river crossing area, so do not attempt it until you have silenced or suppressed all of these units. Use your artillery unit to attack one while the tactical bomber and fighter work over the other two. Once they have been destroyed, begin crossing the river and then assault into Belebzika. Set up your defenses around this city for a Russian counterattack from the north or south while you send your recon unit and aircraft to take Poddor'ye, neighboring cities, and the airfield. By this time, the southern group will be pretty much done for the rest of the scenario.

The northern group is surrounded by enemy infantry and artillery. Locate the artillery with your recon and then call in air and artillery strikes to take them out before beginning your ground offensive. Clear out all of the enemy units east of Staraya Russa so that you can send in a few units to capture Parafino, Pola, and the airfield. This will provide a closer place to rearm your tactical bombers and fighters. Keep a couple units here to defend against a counterattack from the north while the rest of the northern group begins advancing down the road to Belebzika. As this is going on, move a recon and armor unit to Ramishevo and then Zaluch'ye. Tactical bombers will supply any additional firepower necessary to weaken the defenders of these cities.

You must achieve any type of victory in order to move on to the next scenario, Volokolamsk.

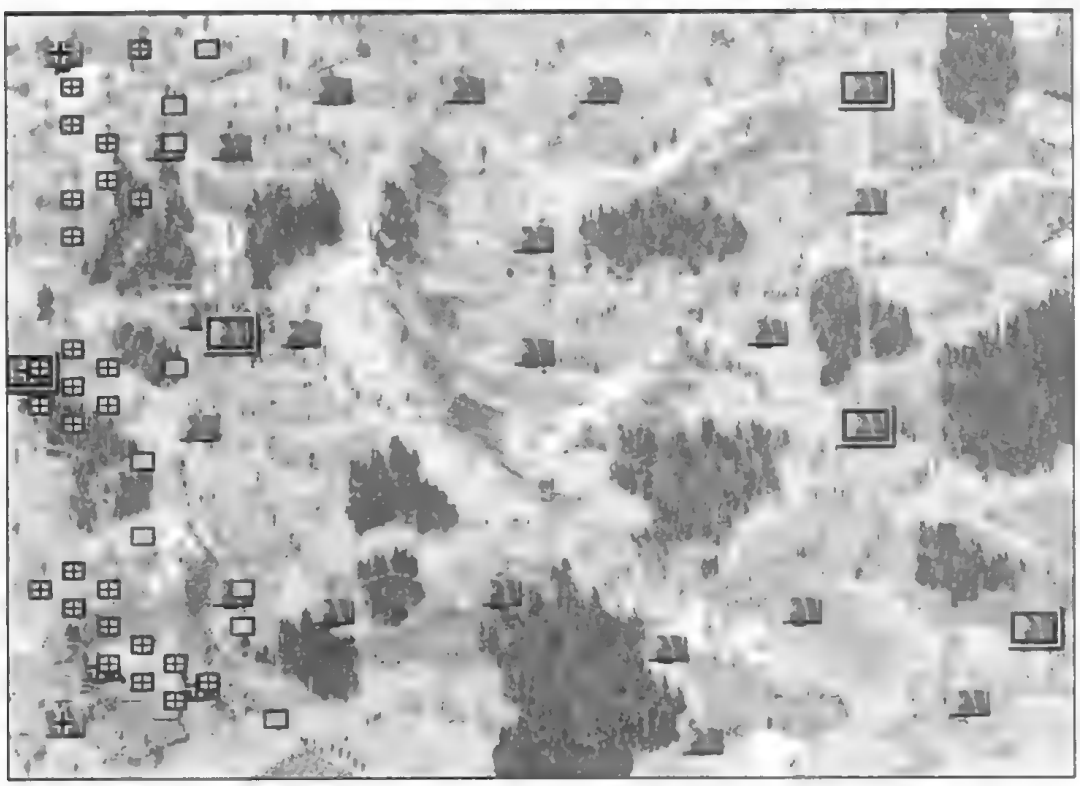
Allied Player

This is a perfect scenario for a counterattack. Your troops are already deployed and ready to go. In fact, you can win this scenario in the first turn. All you need to do to win is capture Staraya Russa. Unless the enemy sends

in a lot of reinforcements, the artillery, armor, and infantry in the immediate vicinity should be able to take it with little trouble. If you cannot take it immediately, hold in the south and send most of your troops to take part in the attack on Staraya Russa.

Volokolamsk

Starting Date: 25 October 1941
Weather: Fair
Brilliant Victory: 9 Turns
Victory: 13 Turns
Tactical Victory: 15 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,09	160	Axis
Volokolamsk	07,08	160	Allies
Novopetrovskoje	26,11	160	Allies
Kostrovo	31,16	80	Allies
Vlaskovo	26,02	40	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Vorebjevo	02,01	40	Axis
Airfield	03,17	40	Axis
Terachovo	02,19	40	Axis
Ostasova	06,18	40	Axis
Jaropolac	05,03	40	Allies
Surorovo	07,03	40	Allies
Airfield	10,02	40	Allies
Tar'ajevo	14,02	40	Allies
Kaverino	18,02	40	Allies
Jednevo	16,06	40	Allies
Nudol'Sarino	26,05	40	Allies
Smycka	06,08	40	Allies
Cency	09,08	40	Allies
Privokzal'ny	06,11	40	Allies
Cismana	16,09	40	Allies
Airfield	23,08	40	Allies
Spass	07,15	40	Allies
Sudnikovo	10,16	40	Allies
Nemirovo	15,15	40	Allies
Pokrojskoje	20,17	40	Allies
Michajlovskoje	21,19	40	Allies
Nikalskoje	24,16	40	Allies
Mansurovo	29,19	40	Allies

Axis Player

This scenario is pretty straightforward. Once you eliminate the enemy unit on the front line, there is little resistance in the rear area. Deploy half of your force in the north near Vorebjevo and the remainder in the south near Ostasova. These will form the northern and southern groups respectively, with the auxiliary force near the supply point as the center group.

The center group should sit still for a couple of turns until it can be supported by both of the other groups in the attack on Volokolamsk. Otherwise, it will take severe casualties because it is rather weak. Fire your artillery at enemy units within range and use the recon unit to get a better view of the city's defenses.

Assign half of your air units to the northern group. Bomb the artillery near Jaropolac and then use artillery to soften up the defenses for the assault to capture the city. Next take Surorovo and the airfield. Send your faster units east to capture all of the objectives north of the Bol'saja Sestra River, including Vlaskovo, while the rest of your force wheels south to attack Volokolamsk from the north. This part will then join with the center and southern group for the final advance.

The southern group's first objective is Spass. Use tactical bombers and artillery to weaken the infantry defenders and then assault the city. Once the infantry unit southeast of Ostasova is destroyed, send a recon unit and other fast units to capture all of the undefended objectives south of the Volosn'a and Ozerna Rivers, including Kostrovo. With the rest of the group, advance north to attack Volokolamsk. Once this city is taken, the combined units of the three groups should advance on Novopetrovskoje via the central east-west road. Send the tactical bombers and fighters ahead to weaken any resistance before your ground units arrive. The final city may take a couple of turns if the enemy requisitions several units at the last minute, but your artillery and air power will make short work of any defense they put up.

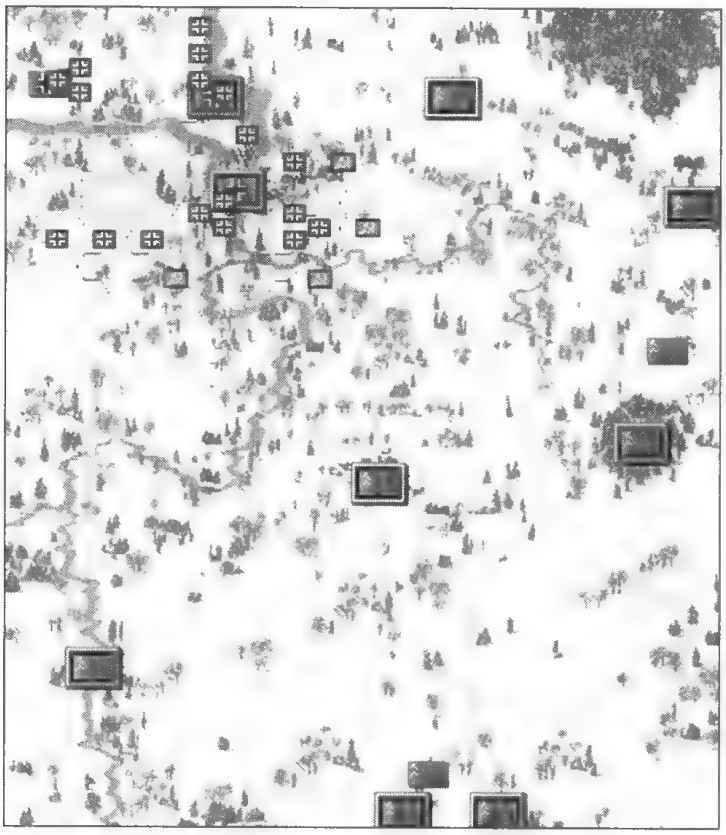
You must achieve a brilliant victory or victory in order to continue the invasion of Russia to the gates of Moscow at Klin.

Allied Player

This is a tough scenario to play as the Russians. You are outnumbered and outgunned and must defend in three different areas. Bring as many units forward to the front line as possible. The only way you can win is to hold on to Novopetrovskoje for seventeen turns. You will receive reinforcements on turn eight at this city. Until then, you must delay the German advance for as long as possible. Use your aircraft to attack the enemy's artillery and other units as they are being transported and at their most vulnerable.

Klin

Starting Date: 15 November 1941
Weather: Overcast
Brilliant Victory: 9 Turns
Victory: 14 Turns
Tactical Victory: 18 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Jamuga	09,03	80	Axis
Klin	10,07	160	Axis
Woronino	19,03	80	Allies
Rogatschewo	29,07	160	Allies
Solnogorsk	16,18	80	Allies
Fedorloka	27,16	160	Allies
Allied Supply	04,25	160	Allies
Allied Supply	17,30	160	Allies
Allied Supply	21,30	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	02,03	40	Axis
Airfield	28,13	40	Allies
Airfield	18,29	40	Allies

Axis Player

This is a tough scenario because you have to send your units in three different directions in order to capture all of the victory locations. Divide your force into three groups. The western group, with a quarter of the units, is deployed west of Klin. The center group has half of the units and deploys near Klin, while the eastern group deploys the remainder of the force near Jamuga.

The western group's objective is to clear the area west of the river and capture the westernmost Allied supply point. There are Russian units directly south of this group's initial position, but once these are eliminated, there should be no resistance until it approaches its objective. Once this supply point has been captured, leave most of your force here, since Russian reinforcements will arrive just south of it.

The eastern group has the most terrain to cover. Its mission is to clear the area east of Jamuga and Klin, then capture Woronino. From there it should advance on Rogatschewo as quickly as possible, since this is an arrival point for Russian reinforcements. Garrison this city and send part of this group south to take the airfield and Fedorloka. Once it has done all of this, hold on to what you have captured against possible counterattacks by the enemy.

The center group faces the most opposition. It should advance as quickly as possible to Solnogorsk, clearing the area of enemy units along the way. After this city has been captured, continue on to the two supply points in the south near the airfield. Most of the air power should be assigned to center group, since it faces some heavy defenses. However, allow other groups to use it as well if needed to quicken their advances. The center group can take its time so as to preserve its strength. Watch for enemy counterattacks from the south and the east.

By completing this scenario with a brilliant victory or victory, you can continue on with the campaign. If you have not yet invaded England at Windsor, then you will go there. If England is already out of the war, then you will be sent to take part in the invasion of the United States at Savannah. A tactical victory will send you to the Defending the Reich campaign.

Allied Player

This is a scenario where you, as the defender, do not have to sit around waiting to be attacked. While you do begin with a fair amount of units, you receive reinforcements on turns three, six, eight, ten, twelve, and fourteen. The battlefield can be divided into three main areas: west, center, and east.

You begin with a few units to the north in the western area. Their mission is to hold and delay the German advance in this area for as long as possible. Reinforcements arrive south of the westernmost supply point and can be moved forward. By the middle of the scenario, you will have enough units to begin a counterattack that can allow you to capture Klin and Jamuga from the enemy. More than likely, German activity in this area will be light.

The center area is where the enemy will make its major push. Move all of your units from the southern supply points forward to Solnogorsk to help defend it. Use your air power in this area to attack the enemy's artillery before it can cause you damage. If you can hold and weaken the enemy enough, you can turn your defense into an offense and try to fight your way into Klin.

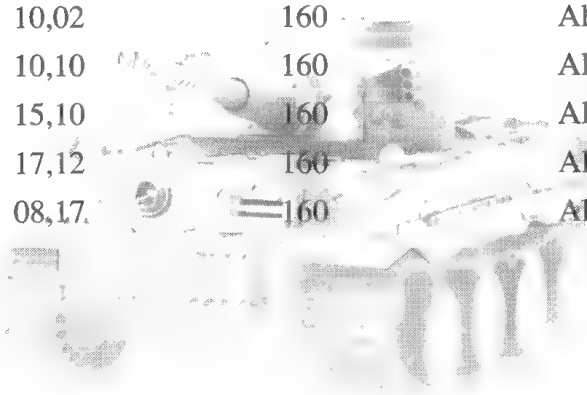
In the eastern area, move your troops to defend at Woronino if possible. If it falls too quickly, then form a defensive line between there and Rogatschewo. At this latter city, you will receive reinforcements that can be used not only to strengthen your defenses but to start an offensive in this area that will drive toward Klin and Jamuga.

Savannah

Starting Date: 06 June 1944
Weather: Fair
Brilliant Victory: 13 Turns
Victory: 15 Turns
Tactical Victory: 17 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Hilton Head	29,06	80	Axis
Rincon	10,02	160	Allies
Pooler	10,10	160	Allies
Port Wentworth	15,10	160	Allies
Savannah	17,12	160	Allies
Richmond Hill	08,17	160	Allies



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	29,05	40	Axis
Airfield	01,01	40	Allies
Pritchardville	21,04	40	Allies
Bluffton	24,05	40	Allies
Airfield	14,15	40	Allies
Hardwicke	12,19	40	Allies
Keller	11,21	40	Allies
Airfield	01,25	40	Allies
Sunbury	10,25	40	Allies

Axis Player

You face a lot of opposition right from the beginning in this scenario. There are several new types of tanks available at this time. I suggest upgrading all of your older tanks to Panther G models. Though they do not have as much firepower as the Tigers, they can move faster, farther, and carry more ammunition. You can also upgrade to them with fewer points. Deploy your units in two groups: northern and southern. The southern is limited to 4 ground units. Choose an artillery, an infantry, and 2 armor units, and assign a tactical bomber and fighter to this group as well. The rest go to the northern group.

Once the southern group has landed, it should move to capture Sunbury and Keller as quickly as it can. Watch for a counterattack from Richmond Hill. Once you have control of the first two towns, just hold them while the northern group breaks out from its beachhead. The southern group is too weak to advance much farther. Besides, just their presence will divert allied units away from the north.

The northern group faces some serious defenses right from the beginning. Land a recon unit as far north as possible. Its mission is to grab Bluffton and attack Pritchardville if it is defended. The rest of this group should land on the beaches southeast of Hilton Head. Use your tactical bombers to suppress or destroy the enemy's artillery. Your new tanks have a range of 2 hexes. If a target is within range, your units can attack on the same turn they disembark from your sea transports, though they cannot move. Once the peninsula on which you land is clear, send a small force up toward Rincon to try to take it before it can be reinforced. The rest of your units should be setup for the assault on Savannah. Soften up the defenses with your tactical bombers and artillery. The enemy has a lot of aircraft, including some powerful fighters, so escort your bombers and keep air defense units near your ground units. Once Savannah has been taken, divide your force and send half south toward Richmond Hill while the rest advances to Pooler and then Rincon if necessary.

You must achieve a brilliant victory or victory in order to progress to the final scenario of the campaign: Oak Ridge.

Allied Player

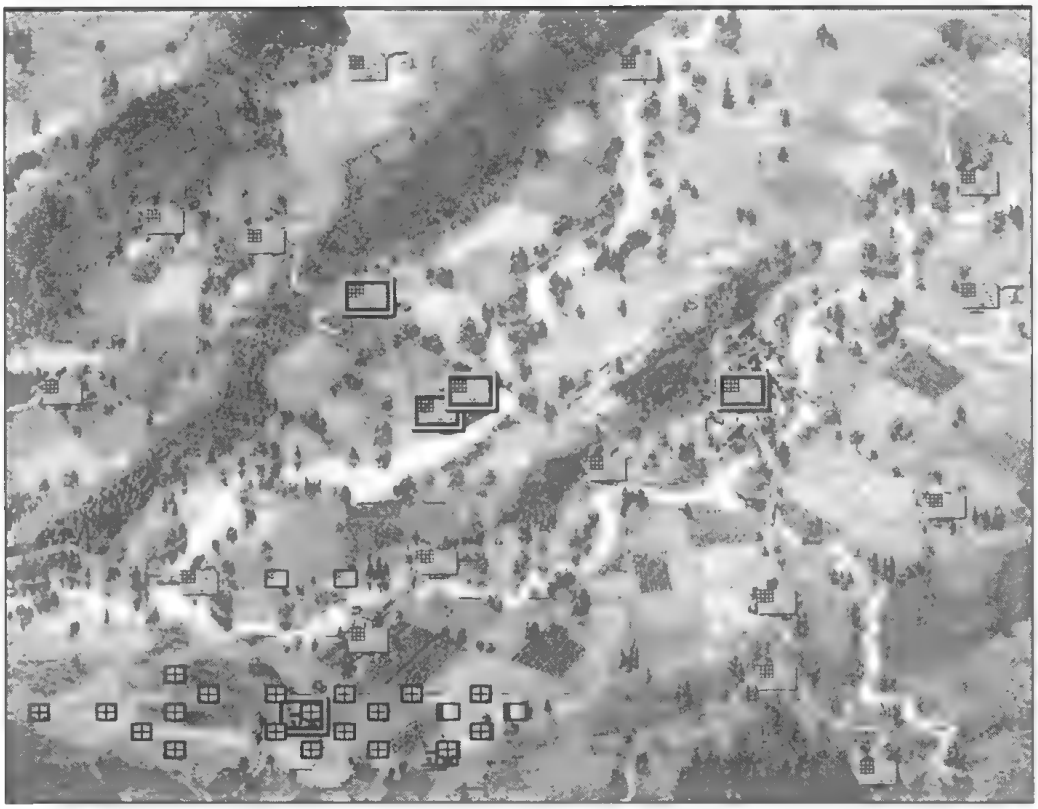
While the enemy has a lot of units and firepower, you have the initial advantage. The enemy forces must land before they can begin their advance. Therefore, on your first turn, move all of your units near the landings right up to the German units to form a line with infantry and armor in front and artillery directly behind. If you can keep the enemy limited to only one line of hexes along the shore, they will not be able to land all of their units as quickly. Keep a few infantry around the victory locations in case the German paratroops try to capture them. Use your powerful air force to wipe the enemy's planes from the sky, and then pound their ground units with your tactical bombers. If you want to go on the offensive, you can capture Hilton Head, but you must do it by air since you have no sea transport capability. Load up an infantry unit in an air transport at an airfield and then fly it to the airfield near Hilton Head and land it there. You may need to take along a tactical bomber to soften up any defenses on the island. However, once you capture the city, the scenario ends with a brilliant allied victory.

Oak Ridge

Starting Date: 07 September 1944
Weather: Fair
Brilliant Victory: 10 Turns
Victory: 12 Turns
Tactical Victory: 16 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Philadelphia	09,18	160	Axis
Oak Ridge	11,07	80	Allies
Research Facility	13,10	80	Allies
Research Facility	14,10	80	Allies
Knoxville	22,10	160	Allies



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	13,19	40	Axis
Airfield	11,01	40	Allies
Clinton	19,01	40	Allies
Coalfield	05,05	40	Allies
Oliver Springs	08,06	40	Allies
Harriman	02,10	40	Allies
Kingston	06,15	40	Allies
Louden	11,16	40	Allies
Lenoir City	13,14	40	Allies
Farragut	18,12	40	Allies
Mascot	29,04	40	Allies
Airfield	29,07	40	Allies
Newell Station	28,13	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Alcoa	23,15	40	Allies
Maryville	23,17	40	Allies
Townsend	26,20	40	Allies

Axis Player

All of your forces deploy around Philadelphia. The enemy has strong forces to your north and east. Therefore, divide your forces into northern and eastern groups with equal amounts of units.

With your northern tanks, fire across the river at the American tanks near Lenoir City and clear the way for a crossing. Then move infantry to take the city and advance to Farragut. Bring your tanks forward and once again fire over a river at the defenders at the Research Facility. Once it is captured, continue on to Oak Ridge and capture as many of the surrounding cities as possible within the time constraints of the scenario.

Form a front line in the east, with infantry and armor out in front and artillery and air defense behind them. Once they capture the eastern cities near the river, wheel this group around to the north and prepare for an assault on Knoxville. Artillery and air bombardment will weaken the defenders enough for you to assault across the river. Use some of your northern force to attack from Farragut and hit Knoxville in the flank.

The Allies have a lot of advanced air units in this scenario. Be sure to escort your fighters and assign at least one air defense unit to each group. You must achieve a brilliant victory or victory to finish the campaign with top honors.

Allied Player

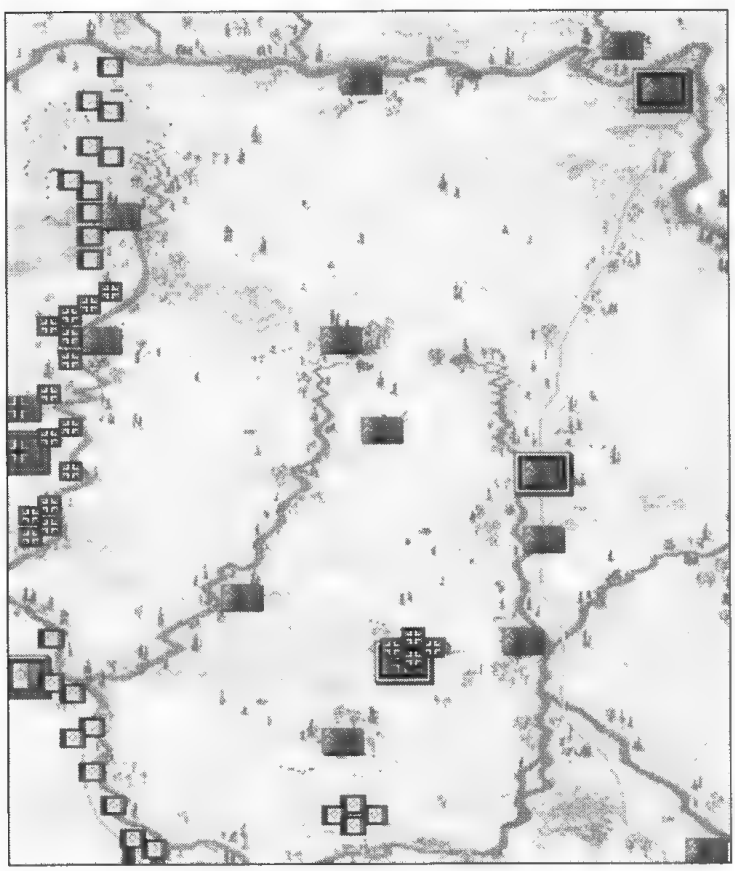
Your best defense is to go on offense. Hold north of the river near Farragut while your force in the east drives west to hit the Germans in the flank. You have some very powerful tactical bombers, which work great not only against the enemy's artillery but also at weakening his or her armor units as well. If you concentrate your firepower with this maneuver, you will be able to wipe the Germans from the map. In fact, if you can rush in quickly and take Philadelphia, the scenario will end with a brilliant allied victory.

DEFENDING THE REICH

This is the most difficult of all the campaigns. In order to meet the deadlines for the scenarios, you will have to take some big risks and will probably lose more core units than you are used to. You must complete each scenario with either a brilliant victory or victory in order to move on to the next scenario.

Winter Storm

Starting Date: 12 December 1942
Weather: Snow
Brilliant Victory: 13 Turns
Victory: 15 Turns
Tactical Victory: 18 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,19	80	Axis
Axis Supply	01,29	160	Axis
Bolshaya Donschinka	20,29	80	Axis
Serafinov	33,03	160	Allies
Kletskaya	27,20	80	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	01,17	40	Axis
Dubovsky	06,09	40	Allies
Gorbatovski	05,14	40	Allies
Ust'Khoperskaya	18,03	40	Allies
Airfield	31,01	40	Allies
Blinovskiy	17,14	40	Allies
Airfield	19,18	40	Allies
Pronin	12,26	40	Allies
Zhirkovski	27,23	40	Allies
Perelazovsky	26,28	40	Allies
Medvezhii	17,32	40	Allies
Kalmkov	35,37	40	Allies

Axis Player

Right from the beginning you should requisition a recon unit, a couple of PzIV G armor units, and a mobile air defense unit. If it is snowing during a turn, remember that the snow cuts the spotting range of all your units in half. Beware of ambushes. Your forces begin in three groups. Your German forces are in the center, with Romanian groups to your north and south.

The northern group should stay on the defensive for the first few turns, since the Russians are strong in this area and will advance against you. Be

cautious about attacking because there are a couple artillery units that can deal a lot of damage through defensive support fire. Capture Dubovsky as quickly as possible and then form a defensive line along the river. Replace your losses as needed. Once you have located the enemy artillery units, send some of your infantry to take them out. If you don't, they will slowly bombard your northern group to nothing. Once the enemy attacks have been repulsed, begin your offensive toward Ust'Khoperskaya. You will probably not have enough time to get this group to Serafinov, since they move by foot and wagon.

The southern group has a slightly easier time. Your first priority is to rush your reinforcements to Bolshaya Donschinka. If this city falls, the scenario is lost. The part of the group in the center-south must advance as quickly as possible. Be cautious of the force near Medvezhii. The rest of the group should take it easy. Let the enemy attack you across the river before beginning your own assaults. Your artillery will be very helpful. Keep one unit of it and a couple regulars to garrison the supply point against a counterattack while your cavalry and remaining artillery advance east to assist in the defense of Bolshaya Donschinka. Then move on to capture undefended Kalmkov, and head north to help in the assault on Kletskaya.

Your core forces are in the center group. They must capture and secure the area around Gorbatovski and then move toward Pronin, where more Russian troops are positioned. Move as quickly as you can, but do not leave enemy units in your rear area. Send a few units to capture Blinovskiy and the airfield. Then converge all of your units on Kletskaya. Once it is taken, rush this group to finish the scenario by taking Serafinov with any units from other groups that can help out.

Once you have completed this scenario with either a brilliant victory or victory, you will get to take part in Operation Zitadelle.

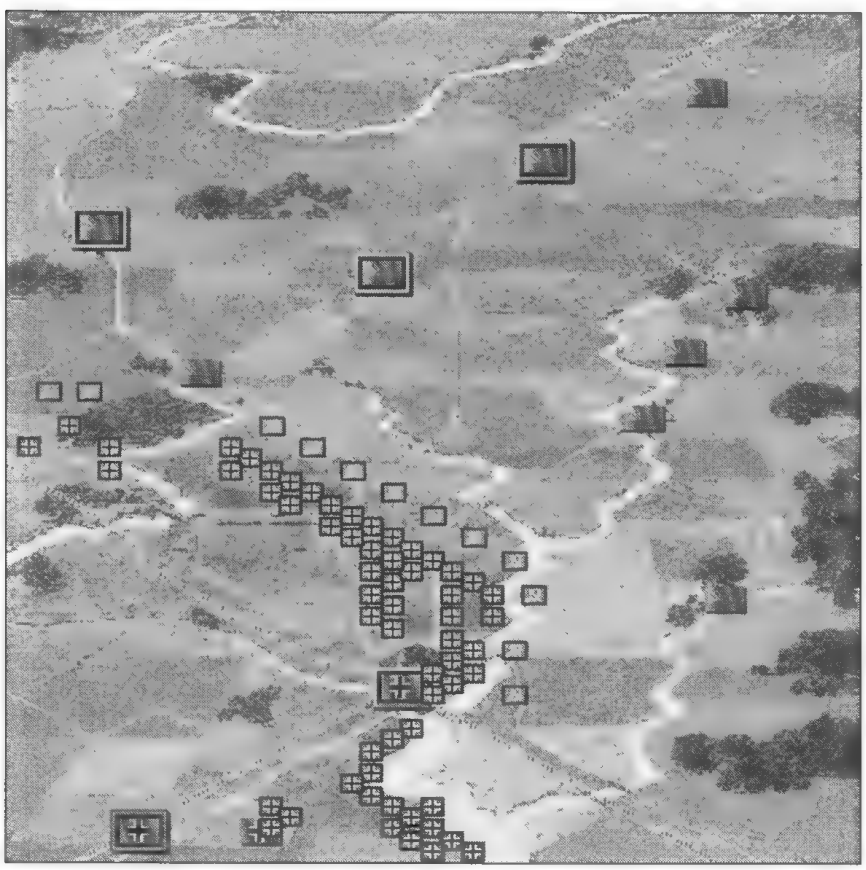
Allied Player

Your best strategy is to go on the offensive. You have a lot of units in your rear area. Put them to use by moving them forward. Send your units near Kletskaya to capture Bolshaya Donschinka within the first few turns and then move south to wipe out the Romanian reinforcements.

Hold the enemy in position with your units in the northern half of the map to prevent them from advancing on your cities in the east as well as to prevent their reinforcing the south where your main offensive will take place. Move all your armor and air units to begin the assault on the southern axis supply point. It will be a tough fight, but once this location is captured, the scenario will end in a Russian victory.

Zitadelle

Starting Date: 05 July 1943
Weather: Fair
Brilliant Victory: 13 Turns
Victory: 16 Turns
Tactical Victory: 19 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	06,36	80	Axis
Belograd	20,30	160	Axis
Novoselovka	05,09	80	Allies
Yasnaya Polyana	19,11	80	Allies
Provhorovka	27,06	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	13,36	40	Axis
Yakuolevo	10,16	40	Allies
Airfield	35,03	40	Allies
Bol'shaya Podyarugi	37,12	40	Allies
Airfield	34,15	40	Allies
Rzhavets	32,18	40	Allies
Melekhovo	36,26	40	Allies

Axis Player

This is a tough scenario because the enemy has a lot of strong units. Air defense units are an absolute must, since you cannot afford a lot of fighters. Keep air defense units assigned to all groups; especially position them next to your artillery. If you do not have them, you will also need at least 2 recon units. Your force is divided into two main groups: center and eastern. The eastern are those forces located from Belograd to the southeast corner. The center group comprises all other units, including the 4 on the western map edge.

The southern group has a lot of weak infantry units. Their mission is to defend Belograd and prevent the Russians from crossing the river and capturing the supply point and airfield. Keep the artillery nearby for defensive support. You may also want to borrow a few armor units from the center

group after they make their breakthrough. Once the enemy has been weakened in this area, you can advance this group on to Melekhovo and the other objectives east of the Severskii Donets River.

The center group faces a lot of opposition and enemy firepower. Deploy your recon units forward so that they can spot all the enemy artillery units. Engage these with your air power if possible. Otherwise, concentrate the fire of your own artillery units on a few infantry units in the enemy's front line. Once they have been weakened, move infantry up to finish them off, even if you take defensive fire from artillery. Once you have created a gap in the line, rush your armor units through to attack the artillery. If you can, also send a few infantry and armor units to join with the force along the western map edge. They can then push forward to take Yakuolevo from the flank and rear.

Once the center group has eliminated the enemy line along the river, send part toward Novoselovka and the rest to Yasnaya Polyana. Avoid the temptation to go after Rzhavets. It will only divert units from your main effort. After the two victory locations have been captured, continue on to Provhorovka to win the scenario.

Once you have earned at least a regular victory, you will be sent to Italy to defend against the Allied invasion at Salerno.

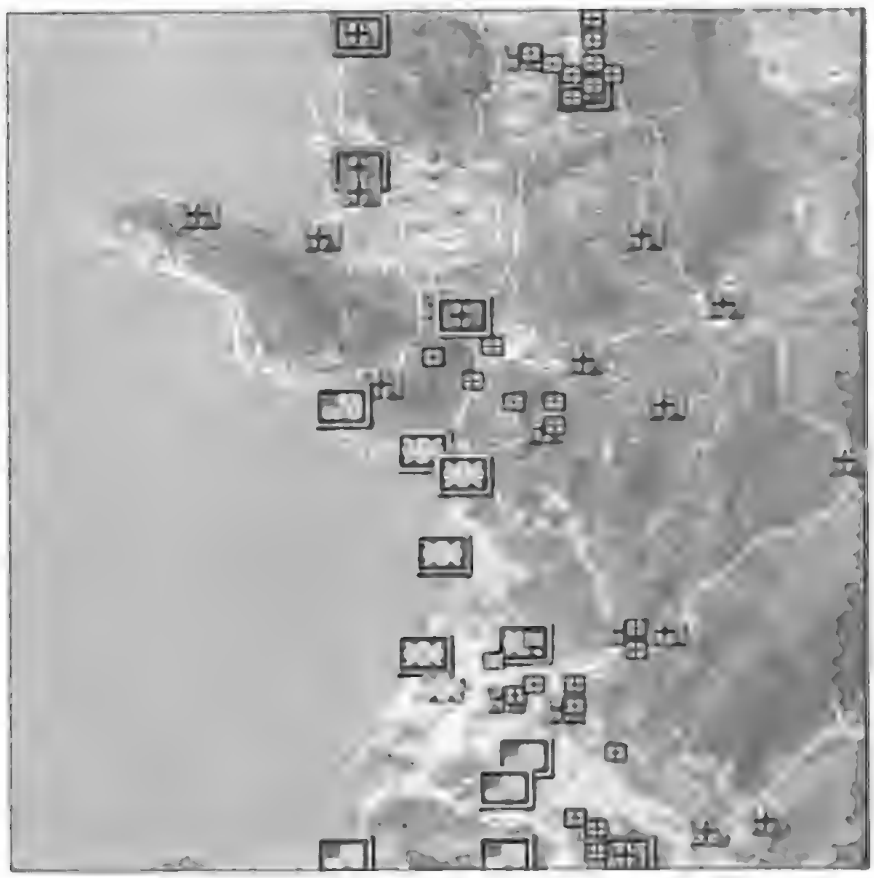
Allied Player

Once again, you can win if you go on the offensive. Move all but a few units forward to the main front line in the center. Leave an infantry unit at each of the victory locations for garrison duty. Advance your units in the southeast against Belograd. Though it may take a few turns to capture it, the enemy will have to divert units from the front line to help defend against your attack. Also consider sending a few infantry units along the western map edge to hit the enemy main line in the rear. While your flanking attacks are taking place, hold in the middle. You have an advantage in air power, so use it against enemy artillery and armor units.

Remember that your main effort should be on Belograd. If you can capture the city, then the scenario will end as a Russian victory.

Invasion Salerno

Starting Date: 11 September 1943
Weather: Fair
Brilliant Victory: 8 Turns
Victory: 11 Turns
Tactical Victory: 13 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	18,01	80	Axis
Torre Annunziata	18,07	80	Axis
Nola	29,03	80	Axis

Primary Objectives (continued)

Name	Location	Prestige Points	Initial Control
Nocera	23,13	80	Axis
Axis Supply	31,37	80	Axis
Maiori	17,17	80	Allies
Vietri	21,19	80	Allies
Salerno	23,20	160	Allies
Beachhead Uncle Green	27,24	160	Allies
Beachhead Roger Green	21,28	160	Allies
Tobacco Factory	26,28	80	Allies
Tobacco Factory	26,33	80	Allies
Persano	25,34	80	Allies
Paestum	17,37	80	Allies
Altavilla	25,37	80	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	20,02	40	Axis
Sorrento	10,09	40	Axis
Castellammare	16,10	40	Axis
Pompei	18,08	40	Axis
Cava di Terrelli	19,16	40	Axis
Pogani	22,13	40	Axis
Baronissi	27,18	40	Axis
San Severino	29,15	40	Axis
Monteforte	32,10	40	Axis
Avellino	35,12	40	Axis
Solofra	33,17	40	Axis
Montemarano	42,20	40	Axis
Montecorvino	31,27	40	Axis
Acerno	33,27	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Battipaglia	25,30	40	Axis
Eboli	28,31	40	Axis
Contursi	35,36	40	Axis
Oliveto	38,36	40	Axis
Airfield	22,30	40	Allies

Axis Player

There is a lot of rough terrain and narrow passes in this scenario. In order to win, you must move quickly and box the enemy in before he or she can send units up all the passes into your rear area. Your forces are divided into northern and southern groups.

The northern group must race toward Salerno before the city can be reinforced. Keep a unit or two back in Nocera in case the enemy tries an airborne assault on the city. Also send a few units to Maiori to block the enemy from the north. Once you have captured these northern cities, begin your advance south toward the beachheads.

The southern group's main mission is to prevent the enemy from getting to the mountain passes and into the rear area. You may need to requisition a few new units and deploy them at the southern supply point. If the enemy weakens, you can begin advancing on the objectives. However, it is better to wait for the northern group to come down the coastal road and assist in this undertaking.

Once you have captured all the victory locations within the set number of turns, you will be transferred to France to defend against the Allied landings at Normandy.

Allied Player

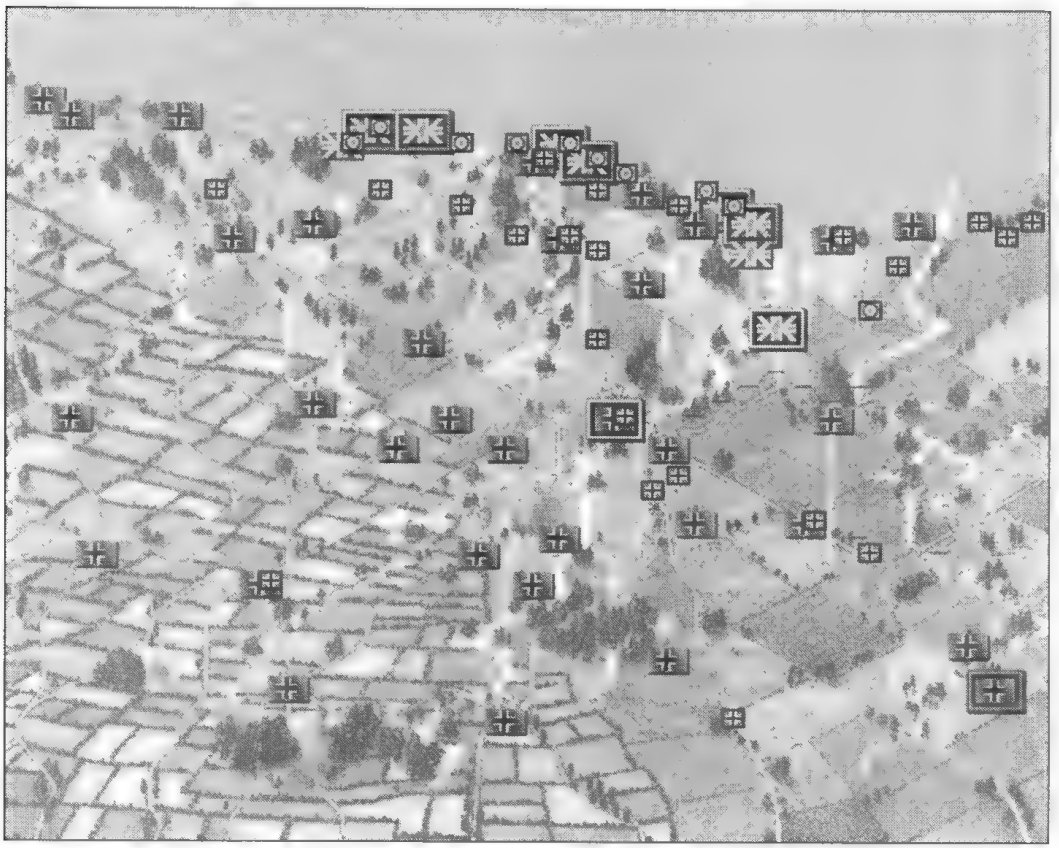
Your only objective in this mission is to defend your victory locations and to capture Nocera. This will be done by airborne assault. Until you have enough prestige points to requisition a paratroop unit, hold in the south against the German units there while your units near Beachhead Uncle

Green race to support the defense of Salerno. In the very south, try to push through to capture the Axis supply point, but not at the cost of leaving your victory locations undefended.

Once you have enough prestige points to get a paratrooper unit, load them aboard a transport at the airfield and then escort it to Nocera. Use your fighters not only for protection but also to attack any defenders left behind as a garrison. Once you have captured this city, you will be victorious.

Drive to the Sea

Starting Date: 06 June 1944
Weather: Rain
Brilliant Victory: 6 Turns
Victory: 9 Turns
Tactical Victory: 11 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Caen	23,13	80	Axis
Axis Supply	32,22	80	Axis
Gold Beach	14,04	160	Allies
Gold Beach	16,04	160	Allies
Juno Beach	21,04	160	Allies
Juno Beach	22,04	160	Allies
Sword Beach	27,06	160	Allies
Sword Beach	28,07	160	Allies
Pegasus Bridge	29,10	80	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
St. Laurent sur Mer	02,03	40	Axis
Colleville sur Mer	03,03	40	Axis
Port en Bessin	07,03	40	Axis
Bayeux	09,07	40	Axis
Airfield	14,07	40	Axis
Courselles sur Mer	20,05	40	Axis
Basly	21,07	40	Axis
Luc sur Mer	24,06	40	Axis
Lion sur Mer	26,07	40	Axis
Airfield	24,09	40	Axis
Franceville Plage	31,07	40	Axis
Cabourg	34,07	40	Axis
Balleroy	03,13	40	Axis
Tilly sur Seulles	12,13	40	Axis
Brettvile l'Orgueilleuse	16,11	40	Axis
Carpiquet	15,14	40	Axis
St. Manvieu	17,13	40	Axis
Verson	19,14	40	Axis
Cormelles	25,14	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Troarn	31,13	40	Axis
Caumont	04,18	40	Axis
Villers Bocage	10,19	40	Axis
Aunay sur Oden	11,22	40	Axis
Avenay	18,18	40	Axis
Bully	21,17	40	Axis
Amay sur Orne	20,19	40	Axis
Thury Harcourt	19,23	40	Axis
Bourgue'lous	26,17	40	Axis
Brettville sur Laize	25,21	40	Axis
Vimont	30,17	40	Axis
Airfield	36,21	40	Axis
Arrmomanches les Bains	13,04	40	Allies
Ouistreham	28,08	40	Allies

Axis Player

This is another tough scenario. The main strategy is to rush all of your forces to the front lines as quickly as possible. While the enemy does not have any artillery or armor landed in the first wave, they are both on the way. Your front line begins within a few hexes of all the victory locations, so you do not have to move a great distance. You just have to fight against some tough units. Once you earn some prestige points, use them to requisition new units, such as fighters or tactical bombers. Your supply point is quite a distance from the front. The enemy has a lot of air power, so keep air defense units close at hand and your bombers escorted.

Once you have stopped the Allied landings, you will be sent to attack the Allies near Strasboug (the Nordwind scenario).

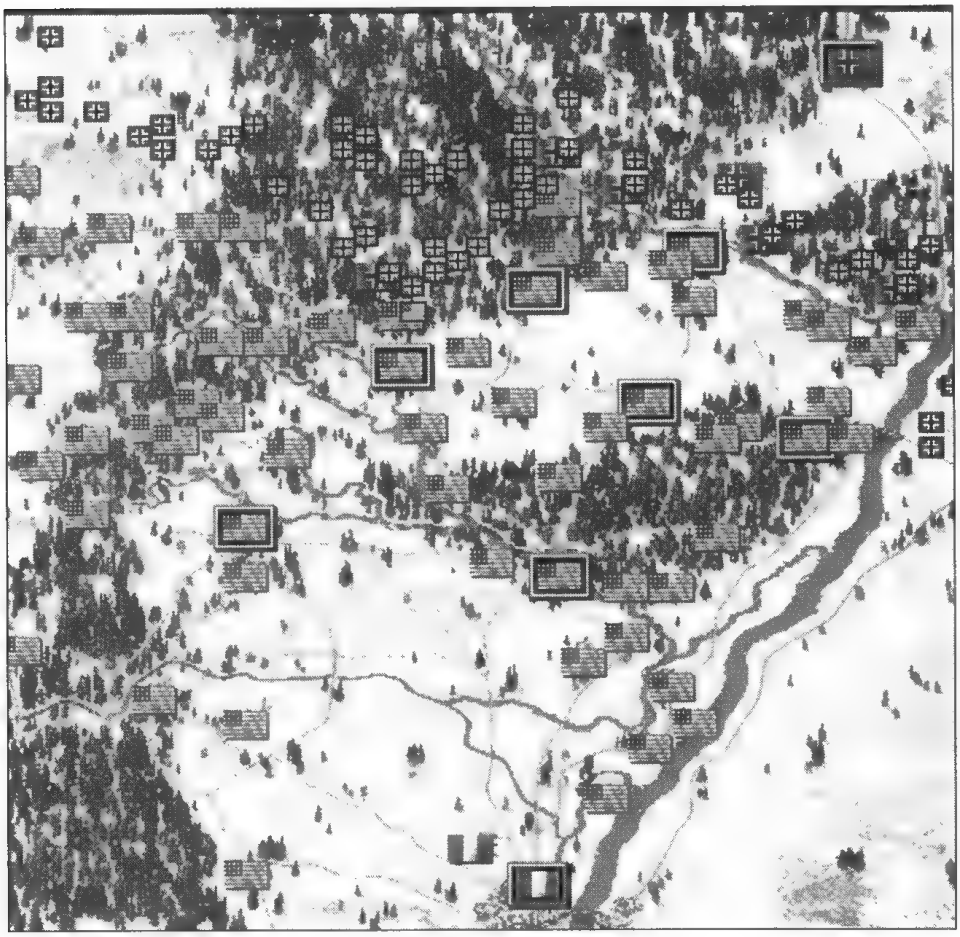
Allied Player

All you must do to win this scenario is capture Caen. While you are initially outnumbered, you will receive reinforcements and the enemy begins

scattered. It is best to begin your breakout from the beachhead on the first turn. The more objectives that you capture, the more prestige points you can spend on requisitioning new units. Once you can get a recon, send it out to take control of all the cities that have been left undefended. Slowly close in on Caen from all sides and take it by assault.

Nordwind

Starting Date: 30 December 1944
Weather: Snow
Brilliant Victory: 10 Turns
Victory: 14 Turns
Tactical Victory: 17 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	38,02	160	Axis
Wissenbourg	31,09	80	Allies
Lembach	24,11	80	Allies
Niederbrom-les-Bain	18,14	80	Allies
Soutz-sous-Forets	29,15	80	Allies
Niederroeden	36,17	80	Allies
Ingwiller	11,20	80	Allies
Haguenan	25,22	80	Allies
Strasboug	24,35	160	Allies

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Nuenhoffen	17,10	40	Axis
Bundentahl	25,05	40	Axis
Bobenthal	28,07	40	Axis
Air Field	34,07	40	Axis
Schweighofen	34,09	40	Axis
Scheibenhardt	40,11	40	Axis
Rimling	01,06	40	Allies
Rehrbaon	02,09	40	Allies
Holbach	05,08	40	Allies
Bitche	09,08	40	Allies
Camp de Bitche	11,08	40	Allies
Nothweiller	25,07	40	Allies
Wingen	25,09	40	Allies
Climbach	27,10	40	Allies
Rott	30,10	40	Allies
Piedseltz	31,11	40	Allies
Schleithal	36,12	40	Allies
Salmbach	37,12	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Scheibenhardt	39,13	40	Allies
Scheibenhardt	41,12	40	Allies
Montbronn	04,12	40	Allies
Lemberg	06,12	40	Allies
Rutzwiller	01,14	40	Allies
Surreingberg	06,14	40	Allies
Mouterhouse	10,13	40	Allies
Baerenthal	12,13	40	Allies
Pjilippsbourg	15,12	40	Allies
Dambach	18,12	40	Allies
Nehwitter	21,13	40	Allies
Fronmuh	02,18	40	Allies
La-Petite-Piere	04,20	40	Allies
Puberg	04,17	40	Allies
Wingen-sur-Moder	07,16	40	Allies
Wimmenau	08,17	40	Allies
Wildengath	09,15	40	Allies
Reipertswiller	10,16	40	Allies
Rothbach	13,17	40	Allies
Gundershoffen	19,16	40	Allies
Mertzwiller	20,19	40	Allies
Woerth	23,15	40	Allies
Walbourg	25,18	40	Allies
Surbourg	17,16	40	Allies
Rittershoffen	32,17	40	Allies
Hatten	33,16	40	Allies
Erberbach	37,15	40	Allies
Seltz	38,17	40	Allies
Phalsbourg	01,25	40	Allies
Bouxville	11,22	40	Allies
Saverne	07,27	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Air Field	11,28	40	Allies
Schweighaussen	22,22	40	Allies
Camp d'Oberhoffen	28,23	40	Allies
Schirrheim	30,23	40	Allies
Soufflenneim	32,21	40	Allies
Bishwiller	28,25	40	Allies
Gries	26,26	40	Allies
Herrlishheim	30,27	40	Allies
Offendorf	31,28	40	Allies
Gamsheim	29,29	40	Allies
La Wantzenau	11,34	40	Allies
Wassselonne	11,34	40	Allies
Air Field	2133	40	Allies

Axis Player

You will need as many experienced core units as you can to win this scenario. The allies have a strong line of units along the east-west road in the north and along the river. Many of your auxiliary units are half-strength, which does not give you a lot of firepower. In order to win, you must drive your entire line south. As you run into pockets of resistance, fix the enemy units with those of yours that are directly north of them, then envelope the enemy units on the flanks with surrounding units. After each pocket is eliminated, continue the advance. Be careful during snow turns because visibility is cut in half.

The enemy has artillery positioned behind a line of infantry. Try to take it out before beginning your assaults. Once you have captured Niederroeden, send a small group across the river and down the road along the eastern bank to hit Strasboug from the side while the rest of your force continues on the west bank.

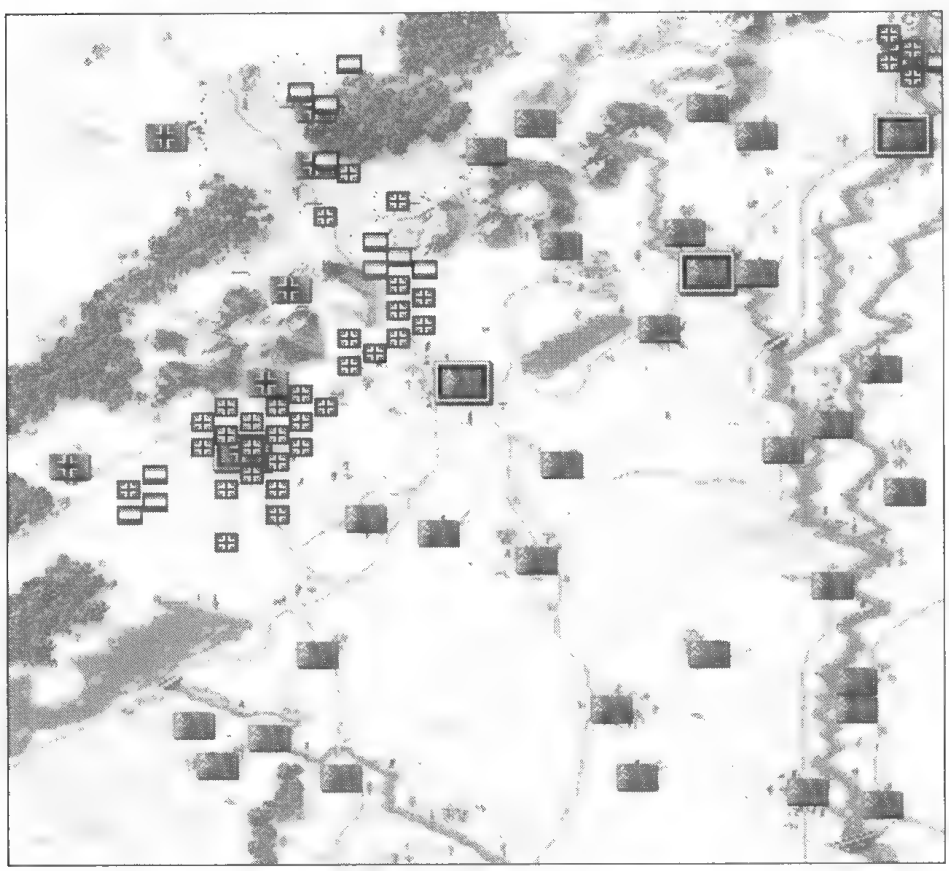
Once you have won this scenario, only one more awaits: you must relieve Budapest from a Russian siege as part of Operation Konrad.

Allied Player

The Allied strategy is fairly simple. Rush all of your troops north to the front line. From Wissenbourg and Schiebenhard, send forces north as quickly as possible to capture the Axis supply point and win the scenario. There is little resistance along the roads to the objective. While you are making this advance, hold tight in all the other areas.

Operation Konrad

Starting Date: 14 January 1945
Weather: Snow
Brilliant Victory: 13 Turns
Victory: 15 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Berhida	10,16	160	Axis
Szekesfeherver	19,13	80	Allies
Baracska	29,09	80	Allies
Budafok	37,04	80	Allies

Axis Player

The good news in this scenario is that the enemy does not have a supply point and therefore cannot requisition new units. However, the bad news is that they do not need a supply point since they have a huge force to begin with. Your units begin in a north-south line opposite the defensive line of the enemy. Your main strength is in the south. Break through the enemy line here, and then wheel around to roll the enemy defenses up with flank and rear attacks. There are several artillery units positioned behind the defensive line. Use tactical bombers and even fighters to suppress or destroy them. There are no air defense units here to harass your air strikes. You can slowly push your way through the forest in the north. Once the enemy here is destroyed, move as quickly as you can along the northern edge of the map toward Budafok. Your forces there will probably be overwhelmed before the relief arrives. However, they can tie up some of the Russian forces for a few turns. As the enemy's defenses are eliminated, push hard to capture all of the victory locations.

Allied Player

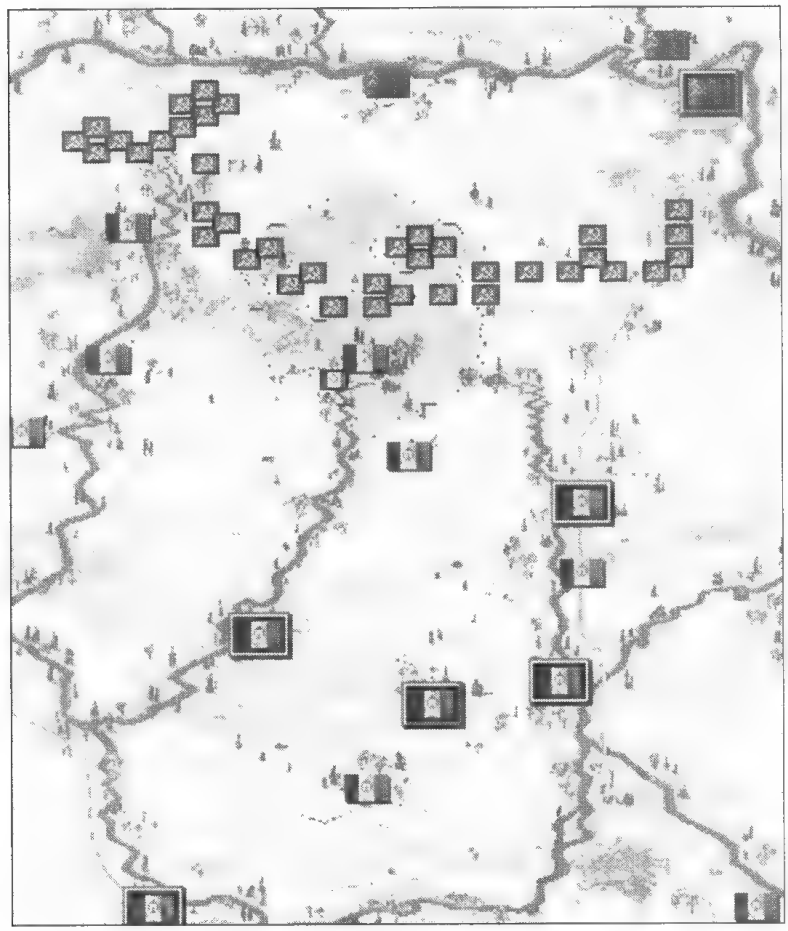
Begin this scenario by holding in the west along your defensive line and eliminating the enemy troops near Budafok. Once this area is clear, advance the units here along the northern edge of the map to assist your northernmost section of the line, and then drop south to advance on Berhida. You have a lot of units along the eastern edge of the map. Rush them to the front line and then try to create a break through to Berhida. Even if you cannot capture this city, all you have to do is hold for sixteen turns in order to win the scenario.

ON TO BERLIN

This campaign puts you in command of Soviet forces on the eastern front. Each scenario can be won with any of the three types of victories to progress to the next; failure ends the campaign.

Saturn on the Chir

Starting Date: 18 November 1942
Weather: Snow
Brilliant Victory: 12 Turns
Victory: 14 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Serafinov	33,03	160	Allies
Sovetskaya	07,37	80	Axis
Pronin	12,26	80	Axis
Bolshaya Donschinka	20,29	160	Axis
Perelazovsky	26,28	80	Axis
Kletskaya	27,20	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Ust'Khoperskaya	18,03	40	Allies
Airfield	31,01	40	Allies
Dubovsky	06,09	40	Axis
Gorbatovski	05,14	40	Axis
Blinovskiy	17,14	40	Axis
Airfield	01,17	40	Axis
Airfield	19,18	40	Axis
Zhirkovski	27,23	40	Axis
Medvezhii	17,32	40	Axis
Kalmkov	35,37	40	Axis

Allied Player

The strategy in this scenario is simple. Drive your force south down the map in one long line. The enemy is deployed in a parallel line located about Blinovskiy. Artillery is supporting the Romanian infantry in the line, so requisition a tactical bomber and a fighter. During snow turns, your visibility will be cut in half, so advance cautiously. There are several gaps in the enemy line that can be widened with the destruction of a single infantry unit. This will allow your armor units to pass through and go after the artillery. Once you get through the front line, there is little resistance south except around Pronin and Perelazovsky.

Any type of victory will allow you to progress to the next scenario at Provhorovka.

Axis Player

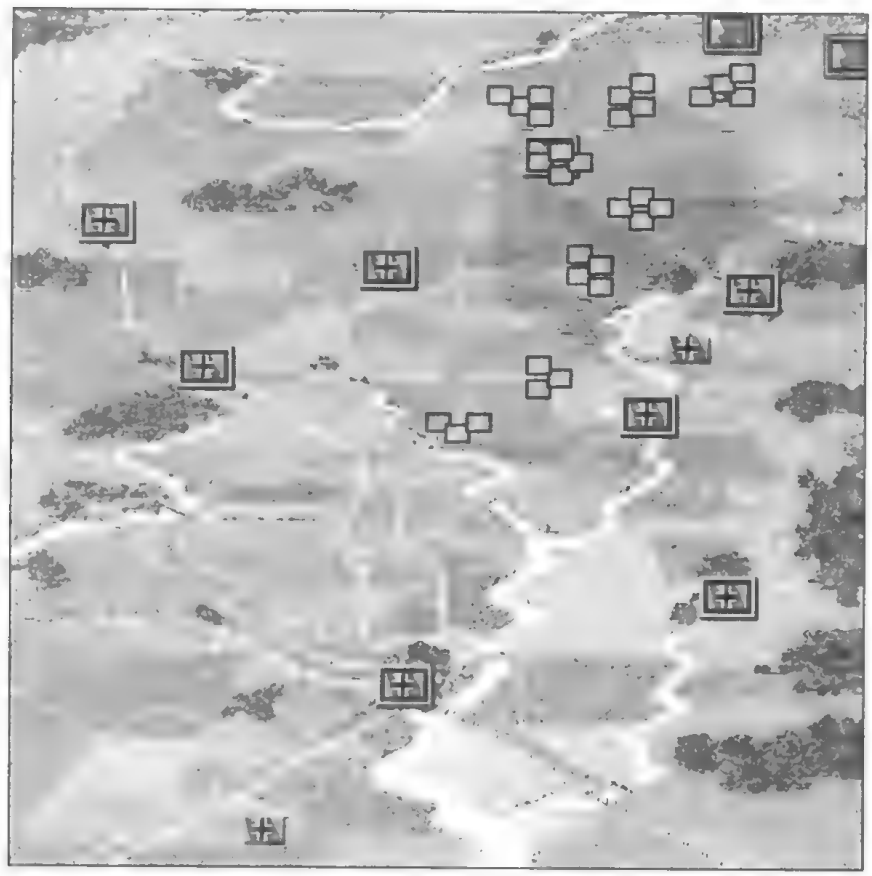
This is a tough scenario as the defender. Your only way of winning is to hold out for eighteen turns. Once the enemy has advanced to your line and begun to assault it, make an attack with all of your units, including artillery, and then withdraw them back. This will slow the enemy down, since he or she will have to advance to contact, and then prepare for the attack each time you do this. Also, bring all of your rear units forward to help with the defense. Your air units can operate unmolested, so use them to hit enemy artillery and armor units.

Provhorovka

Starting Date: 12 July 1942
Weather: Fair
Brilliant Victory: 11 Turns
Victory: 14 Turns
Tactical Victory: 16 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Provhorovka	27,06	160	Allies
Allied Supply	42,02	80	Allies
Allied Supply	36,01	80	Allies
Novoselovka	05,09	80	Axis
Yakoulevo	10,16	80	Axis
Yasnaya Polyana	19,11	80	Axis
Bol'shaya Podyarugi	37,12	80	Axis
Rzhavets	32,18	80	Axis
Melekhovo	36,26	80	Axis
Belograd	20,30	160	Axis



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	35,03	40	Allies
Airfield	34,15	40	Axis
Airfield	13,36	40	Axis

Allied Player

This is not that difficult of a scenario, though you do have a lot of ground to cover. Divide your force into two groups. The western group should have twice as many units as the eastern group. For this scenario, you will need some heavy tanks, such as the KV-2, and tactical bombers.

The eastern group should move toward and take Bol'shaya Podyarugi as quickly as possible. Continue on to the airfield and then Rzhavets. Cross

the river with half of your group and continue slowly toward Belograd. You do not want to get too far ahead of your western force, which you will need to take this city. With the other half of the eastern group, head straight for Melekhovo, which should be lightly defended if at all. Then maneuver this force around to hit Belograd from the east.

The western group should advance toward Yasnaya Polyana and capture it. Then form a line and move west to take Novoselovka. Once this has been accomplished, head for Belograd, capturing Yakoulevo along the way.

Axis Player

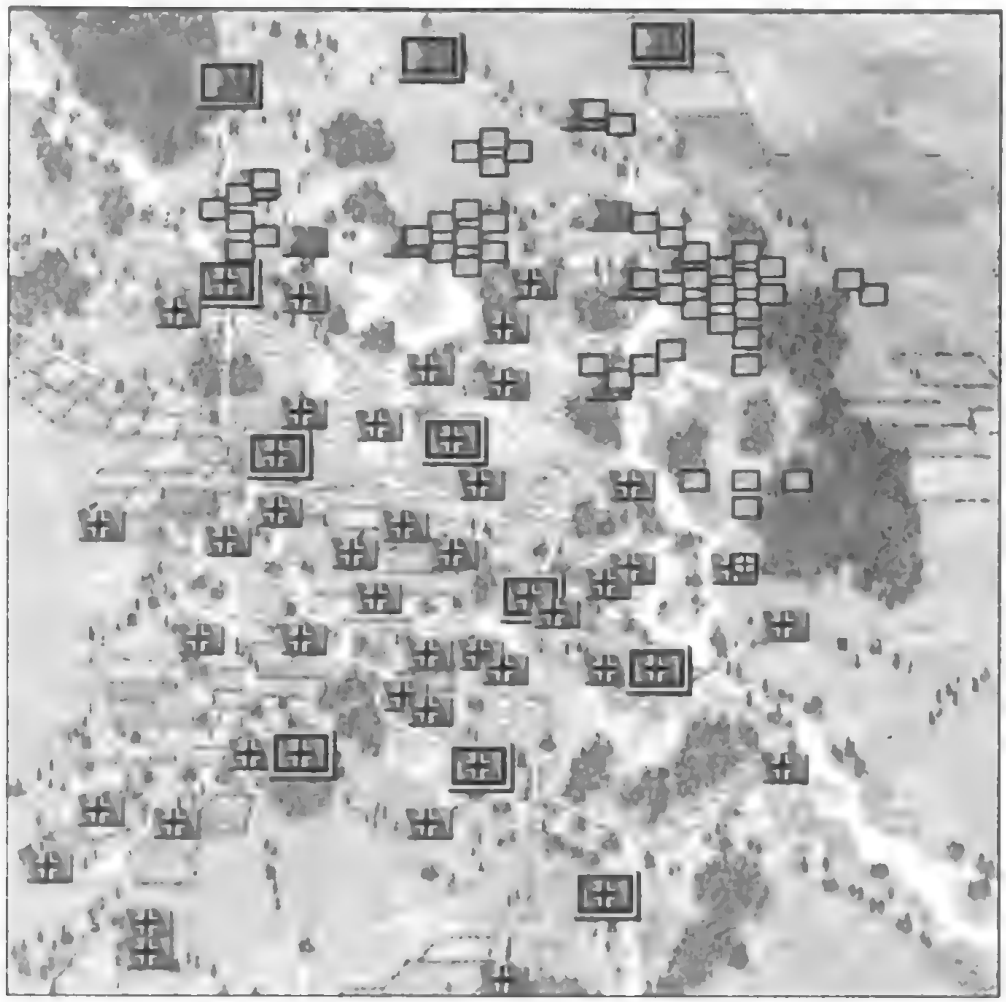
Your mission is to prevent the Russians from breaking through your lines and capturing several cities. The best way to accomplish this is to create a box by moving all of your forces toward Provhorovka. While you have fewer tanks than the Russians, yours are superior and can attack at a range of 2 hexes rather than just 1. Once the box has been created, slowly close in on the enemy and take the city for a victory.

Kanev

Starting Date: 23 September 1943
Weather: Fair
Brilliant Victory: 9 Turns
Victory: 13 Turns
Tactical Victory: 15 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Zoschinikov	09,02	160	Allies
Allied Supply	12,01	160	Allies
Allied Supply	26,01	160	Allies
Rzhishchev	09,09	80	Axis
Pil	11,15	80	Axis



PRIMARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Dubari	18,15	80	Axis
Grishchtentsy	21,20	80	Axis
Kanev	26,23	80	Axis
Maslovka	12,26	80	Axis
Stepantsy	19,26	80	Axis
Mezhrich	24,31	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Air Field	10,06	40	Allies
Yaschnike	12,08	40	Allies
Kanev	16,08	40	Allies
Air Field	23,03	40	Allies
Andruschik	24,07	40	Allies
Zarubinsty	25,09	40	Allies
Kosinzy	27,08	40	Allies
Kasmintsy	07,10	40	Axis
Balyka	12,10	40	Axis
Khodorov	17,12	40	Axis
Malyi Bukrin	20,13	40	Axis
Velikya Bukrin	20,11	40	Axis
Trakhtemirov	21,09	40	Axis
Ochevetyano	04,18	40	Axis
Nikolayevka	09,18	40	Axis
Makedony	11,17	40	Axis
Tulitsy	14,19	40	Axis
Breesnyagi	15,20	40	Axis
Potaptsy	16,18	40	Axis
Lazirtsy	18,19	40	Axis
Chernyshi	19,16	40	Axis
Buchak	25,16	40	Axis
Bobritsa	24,20	40	Axis
Selishche	25,19	40	Axis
Roschiki	29,19	40	Axis
Leplyay	31,21	40	Axis
Kozin	10,26	40	Axis
Sinyavka	16,24	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Potak	08,22	40	Axis
Shendra	12,22	40	Axis
Kozarovka	17,22	40	Axis
Kurilovka	19,22	40	Axis
Gorkavishchina	17,24	40	Axis
Kovali	20,23	40	Axis
Sutniki	24,23	40	Axis
Pustovoyty	02,30	40	Axis
Rossava	04,28	40	Axis
Khurtora	07,28	40	Axis
Air Field	06,32	40	Axis
Doryevka	20,34	40	Axis
Pekari	31,26	40	Axis

Allied Player

At the beginning of the scenario, you overwhelm the Axis forces by a large margin. However, starting on turn two, the Axis player begins to receive reinforcements. Therefore, you need to act as quickly as possible. In order to cross the Dnepr River quickly, requisition a few bridging engineers if you do not already have some. Cross the river in the west and capture Rzhishchev. Then prepare some defenses for the area, since Axis reinforcements will arrive just to the west along the road. Also cross in the northeast and then advance south, capturing all the objectives that you can. On the eastern side of the river, move units down both sides of the forest and prepare to engage Axis reinforcements that arrive from the east along the road south of the forest.

You have an air transport capacity of 3. Use it! Requisition paratroopers and drop them on objectives in the south. Once they have disembarked, you can load up more at your northern air bases and continue the process. You will need some fighters for escorts and tactical bombers to help out with any enemy units on the ground.

Once you have captured all of the victory locations, you will be transferred to the Leningrad front in the north.

Axis Player

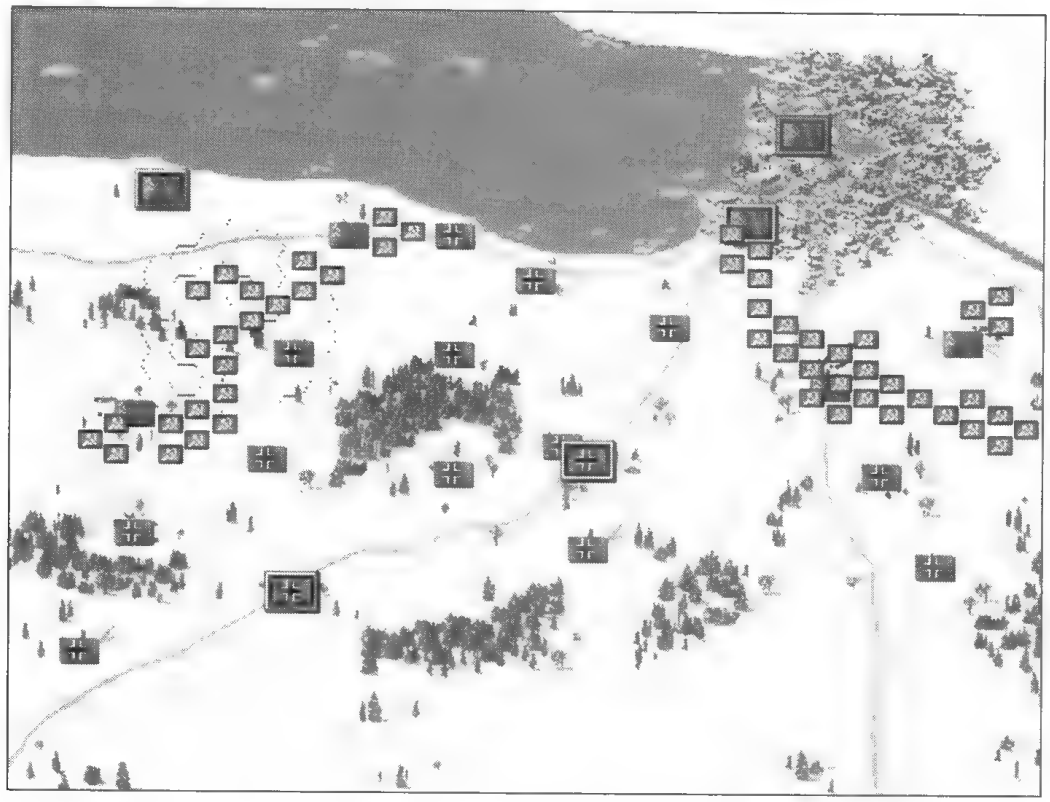
You are outnumbered in the beginning. However, do not worry. Reinforcements will start arriving on turn two. Defend at the river as much as possible. However, once you get more troops, you can begin to take the fight to the enemy. With your reinforcements in the west, recapture Rzhishchev if it has fallen, and then move on to take Zoschinikov to the north. Once you are in the Russian rear, move east to capture the two supply points. Move all the rest of your reinforcements to engage the enemy and create a defensive line. Your tanks are superior to the enemy's and will make short work of them. Recapture any lost victory locations, and you will be victorious.

Leningrad

Starting Date: 14 January 1944
Weather: Overcast
Brilliant Victory: 10 Turns
Victory: 12 Turns
Tactical Victory: 16 Turns

PRIMARY OBJECTIVES

Name	Location	Prestige Points	Initial Control
Bol I Shora	06,06	160	Allies
Krashograd	28,09	80	Allies
Leningrad	30,04	80	Allies
Krasnoe Selo	22,15	80	Axis
Witino	11,19	160	Axis



Secondary Objectives

Name	Location	Prestige Points	Initial Control
Mischelowo	05,13	40	Allies
Airfield	36,11	40	Allies
Oranienbaum	13,07	40	Allies
Pulkowo	31,12	40	Allies
Peterhof	17,07	40	Axis
Strelnia	20,09	40	Axis
Urizk	25,10	40	Axis
Korowino	11,11	40	Axis
Nastolo	17,11	40	Axis
Ilino	10,15	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Ropscha	17,15	40	Axis
Krasnoe Selo	21,14	40	Axis
Puschkin	33,15	40	Axis
Zasstrowe	05,17	40	Axis
Airfield	03,21	40	Axis
Airfield	22,18	40	Axis
Sluzk	35,18	40	Axis

Allied Player

Your forces begin in the west and in the east to form two groups. The Germans are caught in the middle and have set up defensive lines of infantry with artillery support, so do not begin by using your infantry to attack the enemy's. Instead, use your recon units to locate the enemy artillery, and then use your own to destroy a lone German infantry unit, creating a gap in the line through which you can rush an armor unit to begin engaging the enemy artillery. Do this with both of your groups. Once you have widened the gaps a bit, send your units immediately toward the victory locations at Krasnoe Selo and Witino.

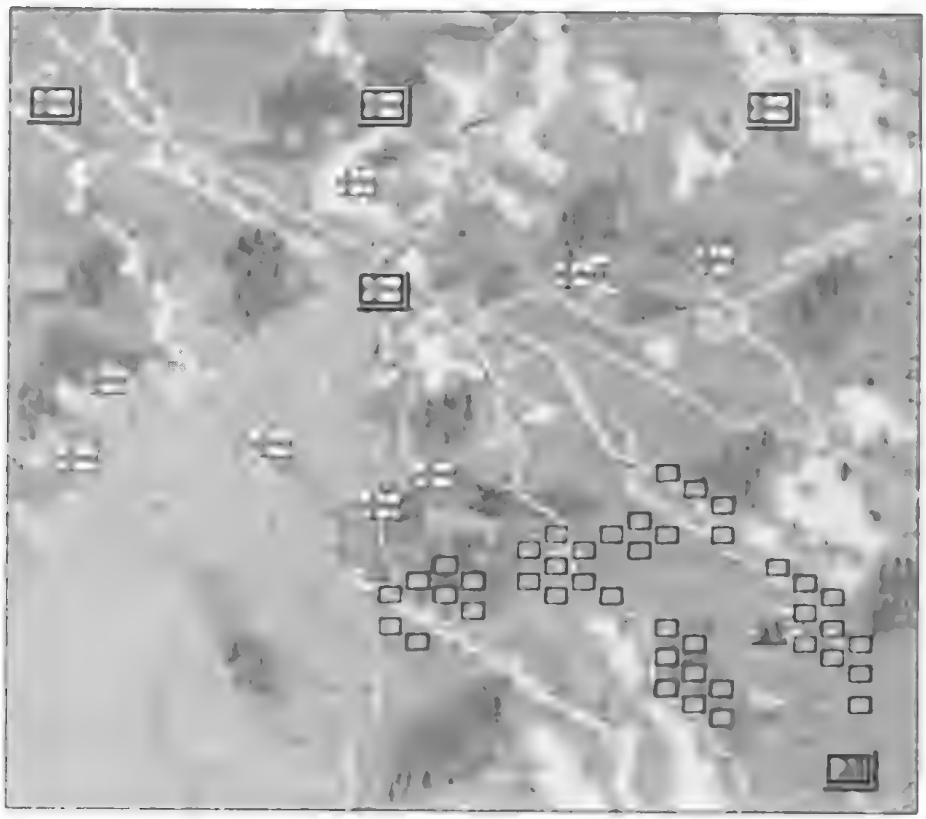
Victory in this scenario will send you to Finland to continue the winter war with an attack at Viipuri.

Axis Player

The strategy for the Germans is the same as for the Russians. Create a breach in the enemy line and rush your units through to deal with the artillery in the rear. Once this has been accomplished, race to capture Bol I Shora, Krashograd, and Leningrad.

Viipuri

Starting Date: 15 June 1944
Weather: Fair
Brilliant Victory: 13 Turns
Victory: 15 Turns
Tactical Victory: 17 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Allied Supply	31,24	160	Allies
Airfield	02,03	80	Axis
Juustila	14,03	80	Axis
Kupasaari	28,03	80	Axis
Viipuri	14,09	160	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	28,20	40	Allies
Lavola	13,05	40	Axis
Nisalachti	04,02	40	Axis
Vilajoki	03,14	40	Axis
Vysock	10,14	40	Axis
Popovo	14,16	40	Axis
Ylasommee	16,15	40	Axis
Airfield	21,08	40	Axis
Heinjoki	26,08	40	Axis

Allied Player

The first turn will be kind of eerie as your troops march forward without making contact with the enemy. The only units that will be able to move far enough and see anything will probably be your recon units. Your troops can walk right into Vysock, Ylasommee, and Popovo. Advance your entire force toward Viipuri and the airfield. You can break off a few units to capture Kupasaari, which will be lightly defended if at all. Though Viipuri is lightly defended, by the time your troops reach it, German reinforcements will have arrived. The narrow approaches to the city are covered by several mutually supporting artillery units. Use your tactical bombers to suppress or destroy them to make the assaults much easier on your infantry. While part of your force sets up to capture Viipuri, send the rest after Juustila. Following the capture of these two cities, send both groups charging toward the final objective, the airfield in the northwest. Once it is taken, you are done in Finland.

Obtaining a victory in this scenario will send you to the outskirts of Berlin at Seelow Heights.

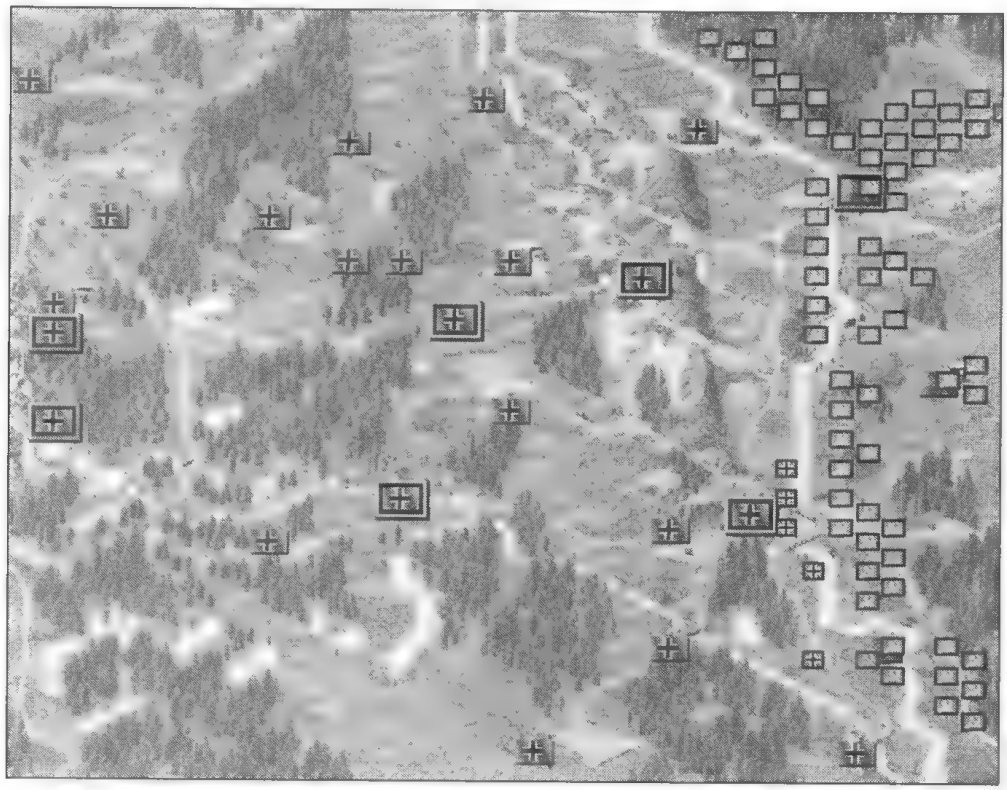
Axis Player

You are set up in a defender's dream. You have a lot of artillery that cover narrow passes through which only one enemy unit can advance at a time.

Once you receive reinforcements, rush them to the area around Viipuri, where you can make your stand. The enemy is primarily infantry and artillery, with a few armored units as well. If you can, send a unit or two south along the eastern map edge and go for the Allied supply point. Otherwise, just hold the Russians back for nineteen turns and the scenario will end in Axis victory.

Seelow Heights

Starting Date: 14 April 1945
Weather: Fair
Brilliant Victory: 10 Turns
Victory: 13 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Kustrin	32,06	160	Allies
Berlin	02,11	160	Axis
Berlin	01,13	160	Axis
Muncheberg	17,10	80	Axis
Seelow	24,09	80	Axis
Furstenwalde	15,16	80	Axis
Frankfurt	28,17	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Airfield	35,12	40	Allies
Aurith	33,21	40	Allies
Bernau	01,02	40	Axis
Krummensee	04,07	40	Axis
Airfield	02,10	40	Axis
Strausberg	10,07	40	Axis
Protzel	13,04	40	Axis
Garzin	13,08	40	Axis
Waldsieversdorf	15,08	40	Axis
Kunersdorf	18,03	40	Axis
Airfield	19,08	40	Axis
Sophienthal	26,04	40	Axis
Spreehagen	10,18	40	Axis
Hasenfeld	19,13	40	Axis
Pillgram	25,17	40	Axis
Mullrose	25,21	40	Axis
Beeskow	20,25	40	Axis
Eisenhuttenstadt	32,25	40	Axis

Allied Player

The Germans have set up an elaborate defensive line along the hills overlooking the Oder River. For this scenario, you will need bridging engineers to make your crossing faster and tactical bombers to help take out the artillery on the hills. You want to move your units forward in a line, but make your breakthrough at the road that crosses the hills in between Seelow and Frankfurt. That way you can avoid costly assaults on the pillboxes. Once you have created a breach, feed your units through and take both of these forward cities from behind. Keep some of your forces behind to prevent a German advance into your rear area. Once over the hills, send a group to capture Furstenwalde while the rest advances on Muncheberg. Once these two cities are under your control, continue on to Berlin down both east-west roads. Once this city is captured, you have won the war for the Motherland.

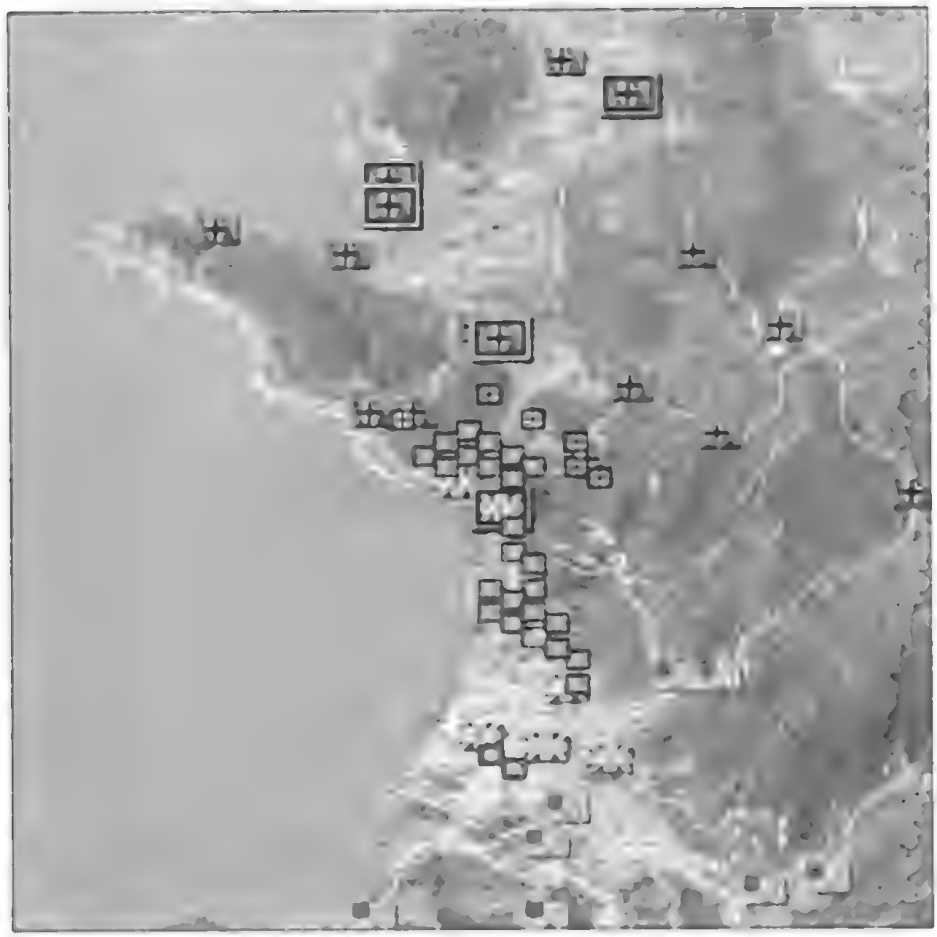
Axis Player

You begin with a great defensive system set up for you. All you have to do is maintain it by pulling back wounded units for replacements and moving all of your rear units forward. Once the enemy has been weakened, force a gap in his or her line and send a force to capture Kustrin and win the scenario, instead of waiting the eighteen turns to bring it to an end.

CRUSADE IN EUROPE – AMERICAN OR BRITISH

Salerno – Return to Europe

Starting Date: 27 September 1943
Weather: Fair
Brilliant Victory: 7 Turns
Victory: 12 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Salerno	23,20	160	Allies
Torre Annunziata	18,07	80	Axis
Pompei	18,08	160	Axis
Nola	29,03	160	Axis
Nocera	23,13	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Vietri	21,19	40	Allies
Tobacco Factory	26,28	40	Allies
Tobacco Factory	26,33	40	Allies
Persano	25,34	40	Allies
Paestum	17,37	40	Allies
Altavilla	25,37	40	Allies
Montecorvino	31,27	40	Allies
Acerno	33,27	40	Allies
Battipaglia	25,30	40	Allies
Eboli	28,31	40	Allies
Contursi	35,36	40	Allies
Oliveto	38,36	40	Allies
Airfield	22,30	40	Allies
Airfield	20,02	40	Axis
Sorrento	10,09	40	Axis
Castellammare	16,10	40	Axis
Cava di Terrelli	19,16	40	Axis
Pogani	22,13	40	Axis
Baronissi	27,18	40	Axis
San Severino	29,15	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Monteforte	32,10	40	Axis
Avellino	35,12	40	Axis
Solofra	33,17	40	Axis
Montemarano	42,20	40	Axis

Allied Player

Your forces deploy near Salerno and to the south. If you have any paratroopers, deploy them either in the air or near an airfield. If you do not have any, deploy 3 infantry units without organic transport near an airfield. The Allies have air transport capacity for 3 units.

The main Axis defenses are near Nocera. Move a few of your units forward to this city and conduct a holding attack to fix the enemy, while the rest of your units capture Cava di Terrelli and Baronissi. From these cities, advance on Nocera and assault it from the flanks. Drop your paratroops near Nola to capture the airfield and then the city. If you are flying in regular infantry, they can land at the airfield if it is not occupied by enemy units. After your ground troops capture Salerno, race them toward Pompei and Torre Annunziata as well as Nola to link up with the air-lifted troops. Be cautious because the Germans have enough prestige points to requisition some powerful units to use in defense.

Once you clear the Germans out of Italy, you can then take part in the invasion of Normandy near St. Lo.

Axis Player

Your only chance of victory is to put up a tough defense. Trying to take Salerno back would be suicidal with your limited forces. You also cannot remain in your initial positions or the enemy artillery will pummel your units. Therefore, move all of your units near Salerno back to defend Nocera. Position infantry in rough terrain for better entrenchment. Then move your artillery so that each one can support all of your infantry and

armor units. Keep the troops in the other victory locations where there are garrisons to defend against a possible allied airborne assault. If you can keep the enemy from capturing all the victory locations within sixteen turns, you will win the scenario.

Advance on St. Lo

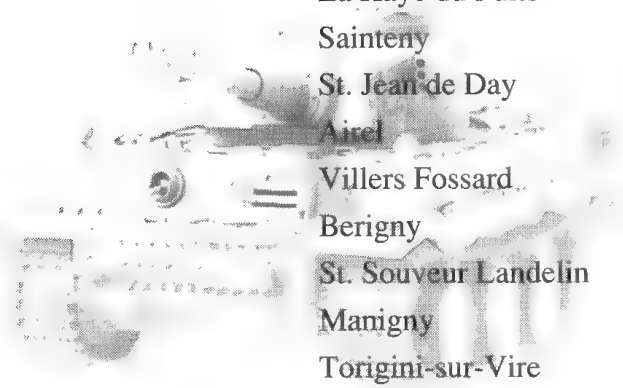
Starting Date: 30 June 1944
Weather: Fair
Brilliant Victory: 12 Turns
Victory: 16 Turns
Tactical Victory: 20 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Carentan	20,07	160	Allies
Lessay	07,10	80	Axis
Periers	12,13	80	Axis
St. Lo	25,17	80	Axis
Coutances	10,21	80	Axis
Airfield	16,22	80	Axis
Tessy-sur-Vire	25,25	160	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
St. Souveur le Vicomte	08,01	40	Allies
Portail	01,03	40	Allies
St. Lo d'Orville	02,04	40	Allies
Baupte	14,06	40	Allies
Airfield	23,05	40	Allies
Isigny	27,06	40	Allies
Grandcamp le Bains	30,03	40	Allies
Longueville	33,05	40	Allies
Trevieres	35,07	40	Allies
St. Souveur de Pierre Pont	05,04	40	Axis
La Haye du Puits	07,06	40	Axis
Sainteny	16,10	40	Axis
St. Jean de Day	24,11	40	Axis
Airel	27,11	40	Axis
Villers Fossard	27,15	40	Axis
Berigny	32,16	40	Axis
St. Souveur Landelin	12,16	40	Axis
Manigny	20,18	40	Axis
Torigini-sur-Vire	29,22	40	Axis
Airfield	23,27	40	Axis



Allied Player

While the strategy is fairly simple for this scenario, it is a tough fight. The Germans have positioned their defenses along the main rivers in the bocage with artillery in the rear for support. Divide your units into two groups: western and eastern. The western group consists of all units west of the Taute River, and the eastern group is the rest.

The western group should advance toward Lessay and Periers. The opposition will not be all that heavy, and the cities are each defended by a single air defense unit that will require some firepower to destroy. Because of the terrain, the German artillery in the rear will be hard to attack. However, instead of ignoring it, bring your own artillery within range and use counter-battery fire to knock it out or at least to weaken it, so your infantry and armor can assault their way forward. Once you have captured these two cities, continue on to Coutances and then the airfield. If you still have time left, wheel this group around to the east and assist the eastern group in their attack on Tessy-sur-Vire.

The eastern group faces heavier opposition, so assign it more firepower. Advance down to Manigny and St. Lo. Once they are captured, continue on to Tessy-sur-Vire. The Germans have some heavy tanks in this area that can cause you some damage. Use your tank destroyers to gang up on the enemy tanks and wipe them out. Keep your artillery near the front to soften up the defenses as you go. Since you have fourteen turns to get a brilliant victory, you are not rushed in your advance. Move cautiously, with recon units on the lookout for ambushes.

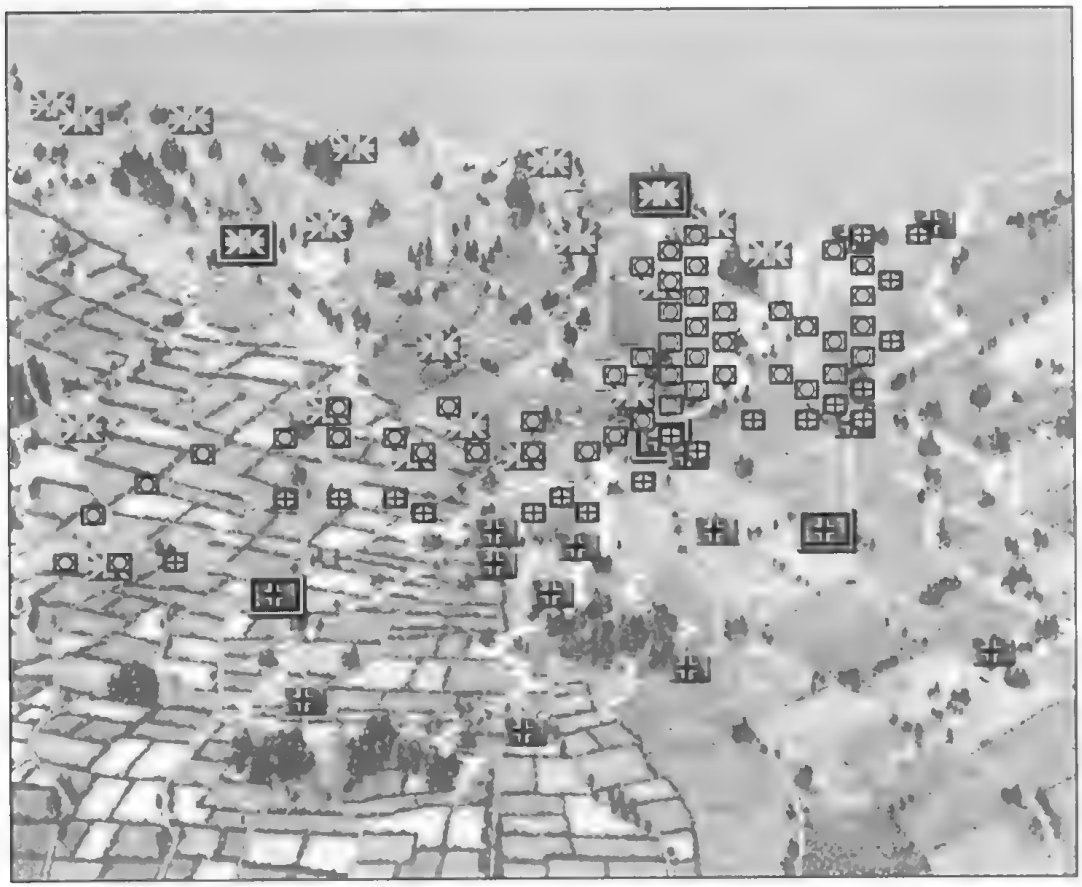
Axis Player

Once again, you must play a tough defense. The terrain is all in your favor. The enemy must cross streams and bocage to attack your well-entrenched defenders. Move all of your units to defend at Lessay, Periers, Manigny, and St. Lo. Your forces north of this line should hold for a turn or two and then withdraw before they are destroyed. You receive some reinforcements on turn five. To keep the enemy off balance, requisition a recon unit and move it along the eastern map edge to Trevieres. Capture this city, and then begin taking as many as you can as you move west.

Not only will this provide you with prestige points to requisition additional defenses, it will also force the Allies to divert units from the advance to stop your rear area attacks.

Caen

Starting Date: 17 July 1944
Weather: Fair
Brilliant Victory: 12 Turns
Victory: 18 Turns
Tactical Victory: 22 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Bayeux	09,07	80	Allies
Luc sur Mer	24,06	80	Allies
Villers Bocage	10,19	80	Axis
Caen	24,14	80	Axis
Vimont	30,17	160	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
St. Laurent sur Mer	20,05	40	Allies
Colleville sur Mer	03,03	40	Allies
Port en Bessin	07,03	40	Allies
Arromanches les Bains	13,04	40	Allies
Air Field	12,07	40	Allies
Courseulles sur Mer	20,05	40	Allies
Basly	21,07	40	Allies
Lion sur Mer	26,07	40	Allies
Air Field	24,09	40	Allies
Ouistreham	28,06	40	Allies
Bulleroy	03,13	40	Allies
Caumont	04,18	40	Allies
Tilly sur Seulles	12,13	40	Allies
Carpiquet	15,14	40	Allies
Brettville l'Orguelleuse	16,11	40	Allies
St. Manvieu	17,13	40	Allies
City	19,14	40	Allies
Caen	22,13	40	Allies
Franceville Plage	31,07	40	Axis
Cabourg	34,01	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Troarn	31,13	40	Axis
Cormelles	25,14	40	Axis
Esquay	18,17	40	Axis
Avenay	18,18	40	Axis
Bully	21,17	40	Axis
Amay sur Orne	20,19	40	Axis
Bourgue'lous	26,27	40	Axis
Aunay sur Oden	11,22	40	Axis
Thury Harcourt	19,23	40	Axis
Brettville sur Laize	25,21	40	Axis
Air Field	36,21	40	Axis

Allied Player

This is a tough scenario, as the enemy has prepared some strong defenses along the Orne River. Divide your force into two groups: western and eastern. The western group contains all units west of Caen, and the eastern group contains the rest. The eastern group will be your main offensive group. It should be able to take Caen on the first turn. Use your artillery to bombard the enemy in the victory location, and then make a quick assault to take it. As you make your attacks, enemy artillery will fire and reveal itself. Use air power to deal with it if possible. Otherwise, use your superior artillery to create gaps in the enemy line, and then rush an armor unit through to silence the enemy guns. Once Troarn is also captured, concentrate your group on taking Vimont. Once these cities are under your control, advance your force southwest to cross the Orne at Thury Harcourt, and then move on Villers Bocage from the rear. You may also want to reassign some of your artillery units to the western group to assist them. Keep some of your group watching the south, since the Germans receive reinforcements in this area.

The western group should slowly move forward and bombard the enemy defenders with artillery. Try to create a gap in the enemy's line so that you can get a unit in the rear to go after the artillery. Do not worry if this group cannot take Villers Bocage on its own. After the eastern group takes its objectives, it can send help for the final assault.

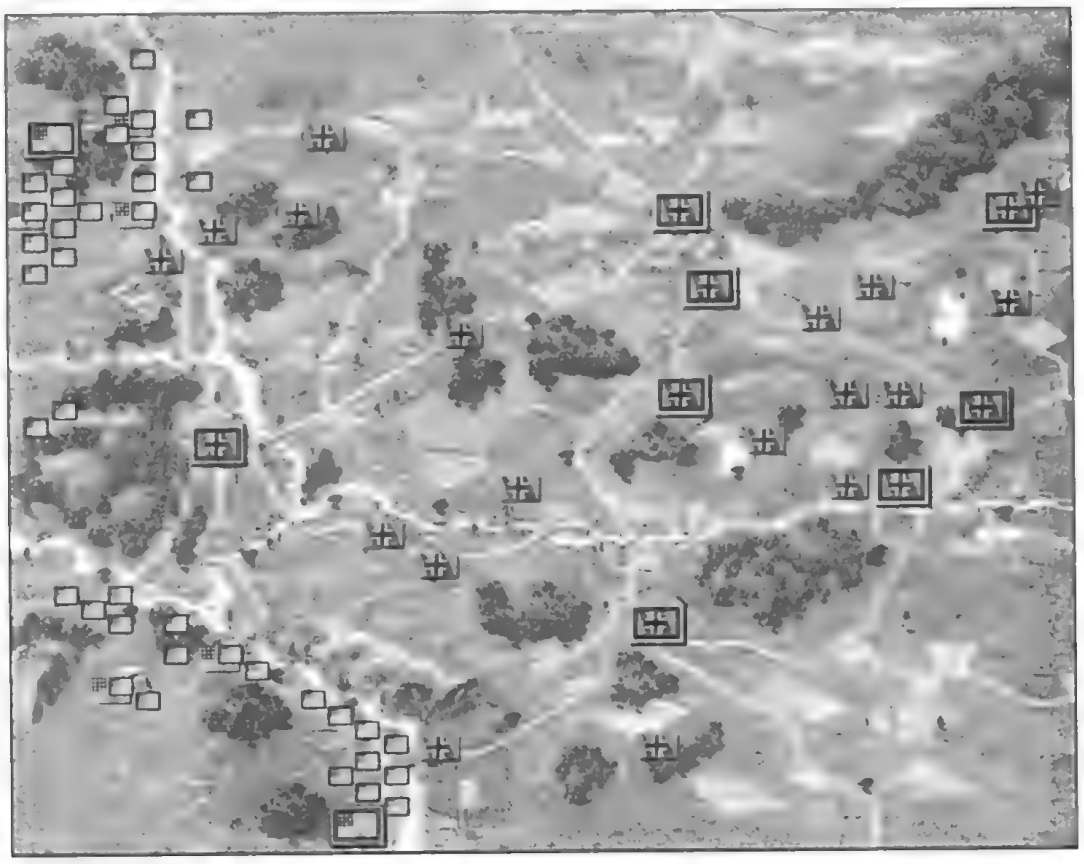
Once you have achieved any type of victory in this scenario, you will advance on to Arracourt.

Axis Player

You have some strong defensive positions from which to defend, as well as superior tanks. Caen will probably fall in the first turn. However, you have enough forces to take it back. Use the superior range of your tanks to attack enemy units at a distance so that they cannot return fire. Move all of your units forward so that they can take part in the defense. Most of the enemy's units, especially armor, are located in the east. Therefore, if you can, create a gap in the west and break through with your forces there to begin capturing cities in the Allies' rear area. This will divert forces from their main attack and also earn you some prestige points, useful for replacing your losses or requisitioning new units. You will receive reinforcements, which you should move forward and begin using as soon as you can.

Arracourt

Starting Date: 08 September 1944
Weather: Fair
Brilliant Victory: 9 Turns
Victory: 12 Turns
Tactical Victory: 16 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Allied Supply	02,04	160	Allies
Allied Supply	13,26	80	Allies
Metz	08,14	160	Axis
Chateau-Salins	25,06	80	Axis
Moyenvic	26,09	80	Axis
Arracourt	25,12	80	Axis
Luneville	24,20	80	Axis
Dieuze	37,06	80	Axis
Bourdonnay	36,13	160	Axis
Lagarde	33,15	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Arracourt	05,06	40	Allies
Airfield	01,06	40	Allies
Pont-a-Mousson	05,03	40	Allies
Airfield	04,22	40	Allies
Flavigny	08,21	40	Allies
Morbache	06,08	40	Axis
Millery	08,07	40	Axis
Serrieres	11,06	40	Axis
Numeny	12,04	40	Axis
Champenoux	17,10	40	Axis
St. Nicholas-du-Pont	14,17	40	Axis
Dombassie	16,18	40	Axis
Airfield	19,15	40	Axis
Lercy	16,24	40	Axis
Gerbeviller	24,24	40	Axis
Bures	28,14	40	Axis
Lezey	30,10	40	Axis
Juvelize	32,09	40	Axis
Ley	31,12	40	Axis
Ommeray	33,12	40	Axis
Xures	31,15	40	Axis
Gelacourt	37,09	40	Axis
Airfield	38,06	40	Axis

Allied Player

This scenario requires an eastern advance with all of your units in a line of attack. Divide your force into three groups: northern, center, and southern. The northern group begins around the northern supply point, the southern near the southern supply point, and the center includes those units from Metz to Flavigny.

The northern group faces the most opposition. Therefore assign most of your air power to support this group. The Germans have set up defenses just forward of Numeny. Use artillery and tactical bombers to weaken the defenders before beginning your assault. Once they are eliminated, you should have a clean run almost all the way to Chateau-Salins. However, in this area, expect another defensive line set up by the enemy. With your firepower, you should be able to punch through once again and capture Dieuze.

The center group should converge on Metz. Use your artillery to soften up the dug-in defenders before assaulting. Once the city is yours, send a recon unit to capture St. Nicholas-du-Pont and Dombassie, while the rest of the force advances to Moyenvic and Arracourt. Clear out any German defenders that may be loitering near the canal to the south. Once at Moyenvic, join up with the northern group for the final drive.

The southern group does not face any opposition until Luneville. After this city is yours, continue on to Lagarde. The enemy is positioned south of the river, so you can engage them before crossing the river to take the city. Finally, advance north to Bourdonnay and support the northern group in the final attack.

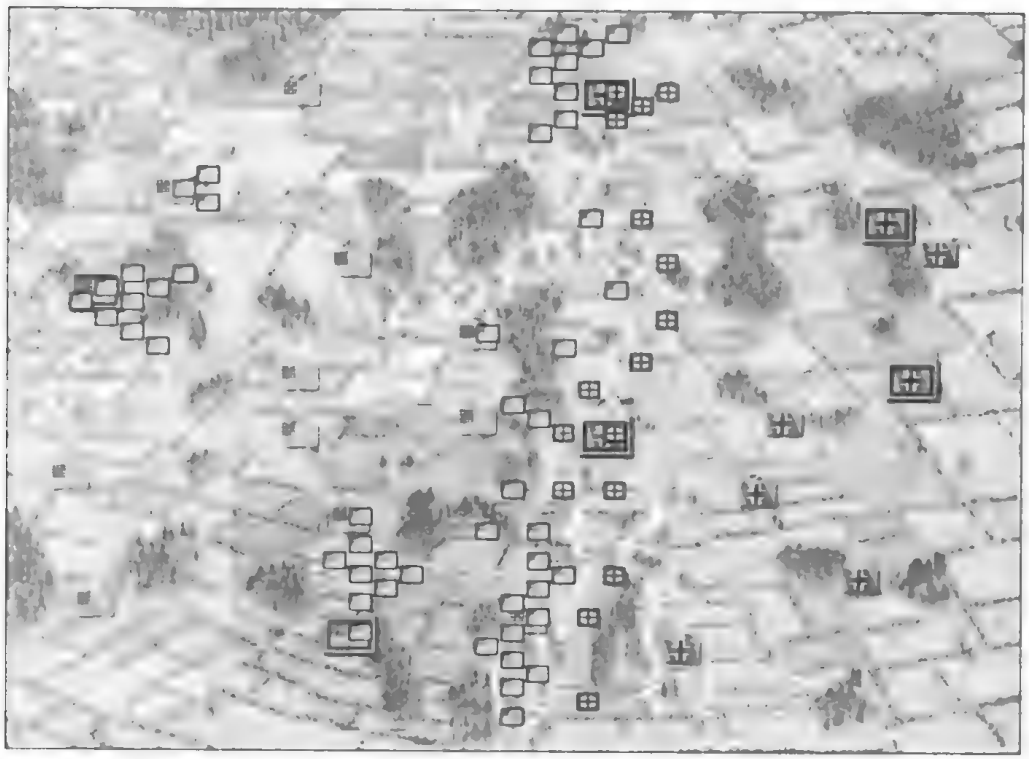
Once you have completed this scenario with any type of victory, you will then be sent to Metz.

Axis Player

Hold at your forward defensive line for the first few turns. However, once you begin taking serious damage, withdraw your forward units and bring up your rear units to form a second defensive line from Chateau-Salins, south to Arracourt, and then southeast to Lagarde. With this smaller line, you should be able to hold off the American advance long enough to win the scenario. Reinforcements will arrive on turn five, so move them forward quickly.

Metz

Starting Date: 17 November 1944
Weather: Fair
Brilliant Victory: 8 Turns
Victory: 10 Turns
Tactical Victory: 12 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Etain	04,10	160	Allies
Thiaucourt	14,22	80	Allies
Thionville	24,03	80	Axis
Metz	24,15	160	Axis
Bouzonville	35,07	160	Axis
Boulay Moselle	36,13	160	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Audan-le-Roman	12,03	40	Allies
Airfield	07,06	40	Allies
Briey	14,09	40	Allies
Conflans	12,13	40	Allies
St. Privat	19,11	40	Allies
Fresnes	03,16	40	Allies
Mars-la-Tour	12,15	40	Allies
Gravelotte	19,14	40	Allies
Chambley	14,18	40	Allies
Vigneulles	04,21	40	Allies
Pogny-sur-Moselle	21,21	40	Allies
Airfield	37,08	40	Axis
Les Estangs	31,14	40	Axis
Courcelles-sur-Nied	30,17	40	Axis
Remilly	34,20	40	Axis
Louvigny	27,22	40	Axis

Allied Player

This scenario requires a classic envelopment in order to take Metz. Divide your force into three groups: northern, center, and southern. The first begins near Thionville, next near Metz, and the last group near Pogny-sur-Moselle.

The center group should just hold across the river from Metz to prevent an enemy breakthrough in this area. Use the artillery to bombard the fortifications. If you have any engineers, use them in this group.

The northern group should surround Thionville on the first turn. Use your artillery to take out the enemy's, and then on the second turn you can take the city. Once you have cleared enemy resistance from the area, advance on Bouzonville and the airfield. If opposition is light, continue on to Boulay Moselle. You may consider sending your anti-tank units south to help reduce the defenses of Metz.

The southern group needs to cross the Moselle and Seille Rivers in order to take Louvigny, and then it should push to hit Metz from the rear. The rivers are well defended, so assign all of your air units to this group to assist in the crossings. Send your recon units to scout for enemy reinforcements from the rear and to capture undefended secondary objectives. Once Metz is yours, advance on Boulay Moselle unless the northern group has already taken it.

Once you have achieved a victory of any type, you will be sent to take part in the attack on Dessau and the final scenario of the campaign.

Axis Player

You begin with a good defensive position. The enemy must cross the rivers under fire from your units. Your weakest spot is in the north near Thionville. Send a few rear units to add to the defenses here. Also send air defense units to Metz and the area south to help out against enemy air power. In the south, defend at the Moselle River and then withdraw behind the Seille once you begin taking damage. The longer you can hold in the north and south, the better. You receive reinforcements on turn six. If you can, send a recon unit through Metz and into the enemy's rear area to capture as many objectives as possible. This will divert Allied units from their offensive.

Dessau

Starting Date: 11 April 1945
Weather: Fair
Brilliant Victory: 10 Turns
Victory: 12 Turns
Tactical Victory: 14 Turns

Primary Objectives

Airfield	01,08	160	Allies
Allied Supply	01,21	160	Allies
Dessau	37,05	160	Axis
Halle	29,21	80	Axis
Leipzig	36,27	80	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Halberstadt	01,04	40	Axis
Quedlinburg	04,09	40	Axis
Sangerhaussen	08,23	40	Axis
Strassfurt	16,05	40	Axis
Aschersleben	13,01	40	Axis
Hettstedt	13,14	40	Axis
Eisleben	15,16	40	Axis
Barby	25,01	40	Axis
Bernburg	21,08	40	Axis
Zerbst	32,01	40	Axis
Airfield	33,01	40	Axis
Airfield	30,08	40	Axis
Kothen	28,10	40	Axis
Zorbig	33,15	40	Axis
Bitterfeld	38,16	40	Axis
Merseburg	30,27	40	Axis

Allied Player

This is a tough scenario, and not one in which to use your air power recklessly. The enemy has the latest fighters, and all of the rear objectives are heavily defended by air defense units. Your force is divided into two groups, northern and southern.

The northern group should advance on Quedlinburg, Halberstadt and then clear the enemy out of the area before advancing on Aschersleben. Since this group is weak on anti-tank firepower, do not push too fast or it will run into trouble. Instead, wait for the southern group before going for the victory locations.

The southern group faces a lot of initial opposition southwest of Eisleben. Send a few units north and then west to take Hettstedt, a few south of the river to clear that area, and the rest right toward the enemy. Hettstedt is undefended, so after it is captured, move these units to take Eisleben from the rear. Once you have destroyed all enemy units in this area, advance on Halle and then Leipzig as quickly as possible. Then wheel your group around to the north and head for Dessau while the northern group advances from the west.

Axis Player

The German's best strategy is to hold for the first turn or two, causing as much damage to the enemy as possible, and then to conduct a fighting withdrawal. Set up your main defensive line on the eastern banks of the Saale River near all of the bridges. Bring all of your rear units forward to this line, including your air defense. Though they cannot attack, they do defend well against ground units. Use your superior fighters to wipe out any allied air power and then harass their ground units. If you can hold out for sixteen turns, you will be victorious.

CHAPTER 7

Multiplayer Scenarios

While playing against the computer artificial intelligence (AI) can be fun and challenging, battling a carbon-based opponent provides additional challenges and excitement. If you beat a computer, it does not care, whereas you can gloat to your friends, periodically reminding them of their losses and your superior skill and generalship. Fortunately, *Panzer General II* includes the ability to play other Panzer Generals around the world via LANs, the Internet, or Club SSI.

ADDITIONAL STRATEGIES AND TACTICS FOR MULTIPLAYER GAMES

Though the game is the same, there are a few additional tips you can use when fighting another Panzer General. Keep these in mind, since they usually work better against human opponents than computer opponents.

Keep Your Opponent in the Dark

Throughout this book, the importance of reconnaissance has been stressed. You cannot fight an enemy you cannot see. While you want to have as much information on the enemy as possible, you also want to limit his or her information on you. Therefore, whenever you see an enemy recon unit, get rid of it. Without these units, your enemy is more likely to walk into one of your ambushes or traps or even misjudge your true intentions.

Deception

In multiplayer scenarios, deception can produce better results than against the AI. Feints and diversions will not always grab the computer's attention, but they will often work against another Panzer General. While the computer will not do much about an enemy unit in the rear area, you can bet that a human opponent will send some forces back to deal with the problem. Also, make the enemy think that you are going to make your main attack in one area by attacking with a small force, and then hit the enemy somewhere else after he or she has moved forces to deal with the perceived threat.

Change Your Tactics

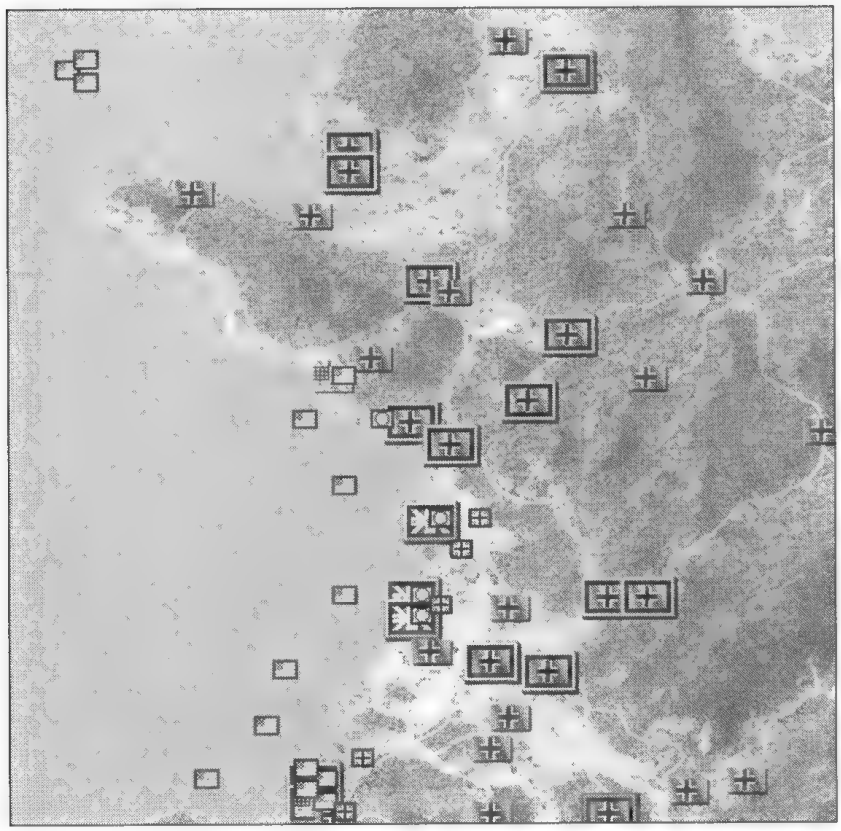
The same tactics will work time and time again against the computer because the AI does not learn from past games. However, do not be surprised if your human opponent requisitions a lot of air defense units after several games of being severely bombed by your air force. By varying your tactics and strategies, you force your opponent to keep guessing at your plans, preventing him or her from setting up traps for you.

THE SCENARIOS

The previous chapter covered the scenarios found in the campaigns. Each of these can be played individually as either side or against a human opponent. There are also several additional scenarios provided with *Panzer General II* that can be played in single- or multiplayer modes. The two-player scenarios are listed below, along with the information and strategies necessary to win each. *Panzer General II* also includes a few three- and four-player scenarios. For these, use the strategies you have learned in previous battles.

Avalanche

Starting Date: 09 August 1943
Weather: Fair
Brilliant Victory: 14 Turns
Victory: 18 Turns
Tactical Victory: 22 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Beachhead Uncle Green	22,24	160	Allies
Beachhead Roger Amber	21,27	160	Allies
Beachhead Roger Green	21,28	160	Allies
Beachhead Red	16,36	160	Allies
Beachhead Yellow/Green	16,37	160	Allies
Torre Annunziata	18,07	80	Axis
Pompei	18,08	80	Axis
Nola	29,03	160	Axis
Pogani	22,13	80	Axis
San Severino	29,15	80	Axis
Baronissi	27,18	80	Axis
Vietri	21,19	80	Axis
Salerno	23,20	80	Axis
Montecorvino	21,27	80	Axis
Acerno	33,27	80	Axis
Battipaglia	25,30	80	Axis
Eboli	28,31	80	Axis
Axis Supply	31,37	80	Axis

Secondary Objectives (continued)

Name	Location	Prestige Points	Initial Control
Maiori	17,17	40	Allies
Airfield	26,02	40	Axis
Sorrento	19,09	40	Axis
Castellammare	16,10	40	Axis
Monteforte	32,10	40	Axis
Tobacco Factory	26,28	40	Axis
Tobacco Factory	26,33	40	Axis
Airfield	22,30	40	Axis

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Persano	25,33	40	Axis
Paestrum	17,37	40	Axis
Altavilla	25,37	40	Axis
Contursi	35,36	40	Axis
Oliveto	38,36	40	Axis

Allies Player

Your force is making an amphibious landing on the Italian coast. Your units can be divided into two groups: northern and southern. The northern group contains all units from Beachhead Uncle Green, while all the other units are in the southern group.

The northern group should converge on Vietri and Salerno. Send the infantry unit in Maiori toward Pogani. Once these are captured, continue this group's advance to take all of the victory locations in the north. You will receive reinforcements at Beachhead Uncle Green. The faster you move, the more likely you can take the objectives before the Germans can rush in reinforcements to defend them.

The southern group receives reinforcements at all the beachheads. Their mission is to expand the beachhead and capture Battipaglia, Eboli, Montecorvino, Acerno, and the Axis supply point. The latter objective is where the enemy will receive reinforcements. Use the naval forces in the area to bombard enemy artillery and other units and to soften them up for your ground units. Once this group has captured all of its objectives, send its units north to help the northern group. You also have 3 air transport points. Use them to deliver up to 3 infantry units to capture the enemy airfield near Nola and the city. Once there, you can use them to slow down German reinforcements from the north.

Axis Player

You begin with only a few defenders, but you receive reinforcements to help out. Your best strategy is to rush all rear units to the front. While you

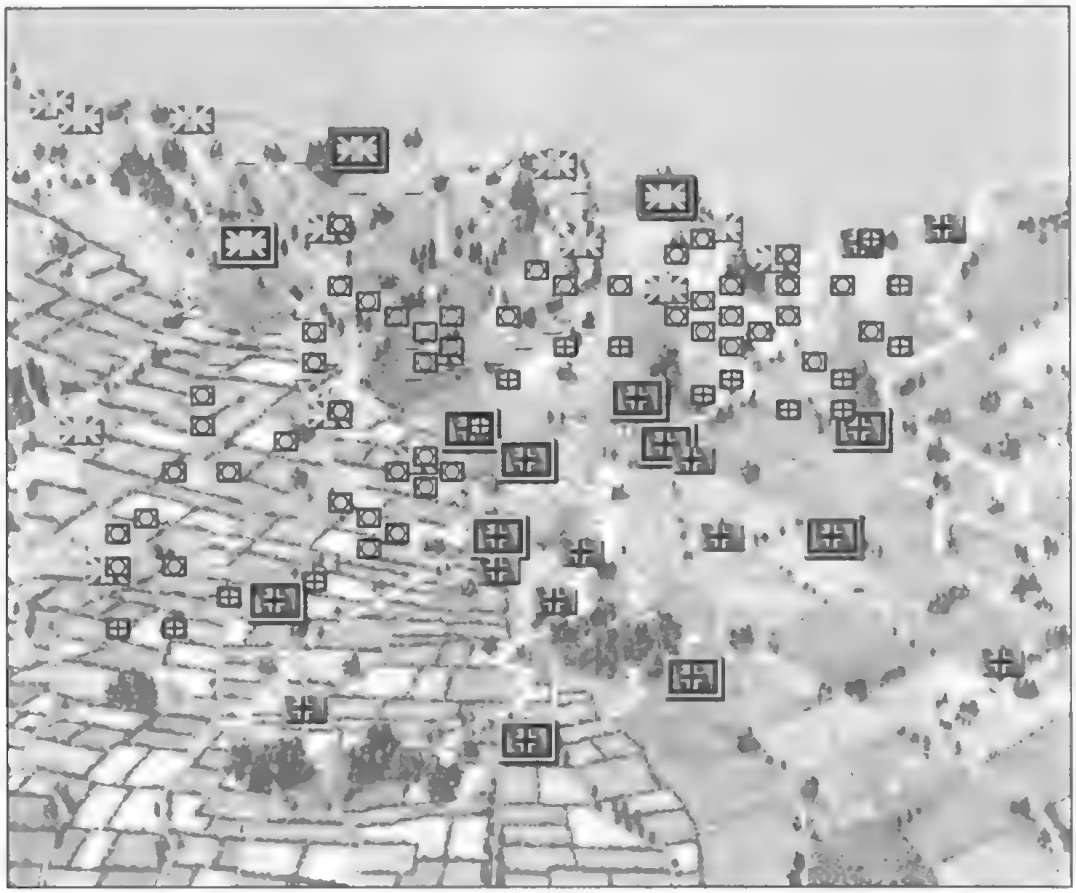
will have a hard time holding all the objectives in the south, use your forces there to buy time and divert Allied units from the north. The key to your defense is to use a fighting withdrawal. Attack the enemy and then pull your units back before the Allies bring their artillery forward and completely destroy your units. Also, look for areas that the enemy has left undefended, and then move recon units in to capture victory locations in these areas.

Caen: Operation Charnwood

Starting Date: 07 July 1944
Weather: Fair
Brilliant Victory: 10 Turns
Victory: 15 Turns
Tactical Victory: 18 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Bayeux	09,07	80	Allies
Arromanches les Bains	13,04	80	Allies
Luc sur Mer	24,06	80	Allies
St. Manvieu	17,13	80	Allies
Verson	19,14	80	Allies
Caen	24,14	80	Axis
Caen	22,13	80	Axis
Villers Bocage	10,19	80	Axis
Troarn	31,13	80	Axis
Esquay	18,17	80	Axis
Thury Harcourt	19,23	80	Axis
Vimont	30,17	160	Axis
Brettville sur Laize	25,21	80	Axis



Secondary Objectives

Name	Location	Prestige Points	Initial Control
St. Laurent sur Mer	20,05	40	Allies
Colleville sur Mer	03,03	40	Allies
Port en Bessin	07,03	40	Allies
Airfield	12,07	40	Allies
Courseulles sur Mer	20,05	40	Allies
Basly	21,07	40	Allies
Lion sur Mer	26,07	40	Allies
Airfield	24,09	40	Allies
Ouistreham	28,06	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Bulleroy	03,13	40	Allies
Caumont	04,18	40	Allies
Tilly sur Seulles	12,13	40	Allies
Carpiquet	15,14	40	Allies
Brettville l'Orguelleuse	16,11	40	Allies
Franceville Plage	31,07	40	Axis
Cabourg	34,01	40	Axis
Cormelles	25,14	40	Axis
Avenay	18,18	40	Axis
Bully	21,17	40	Axis
Amay sur Orne	20,19	40	Axis
Bourgue'lous	26,27	40	Axis
Aunay sur Oden	11,22	40	Axis
Airfield	36,21	40	Axis

Allied Player

This is a very difficult scenario for the Allied player. The enemy has a lot of armor and artillery for defense. However, you also have a lot of artillery. The key is to concentrate it so that you can create a breach in the enemy line. All of your units should be moved forward to form a line adjacent to the enemy's. Also move your artillery forward for support. With your line, hold in certain places and try to break through the enemy line in other areas.

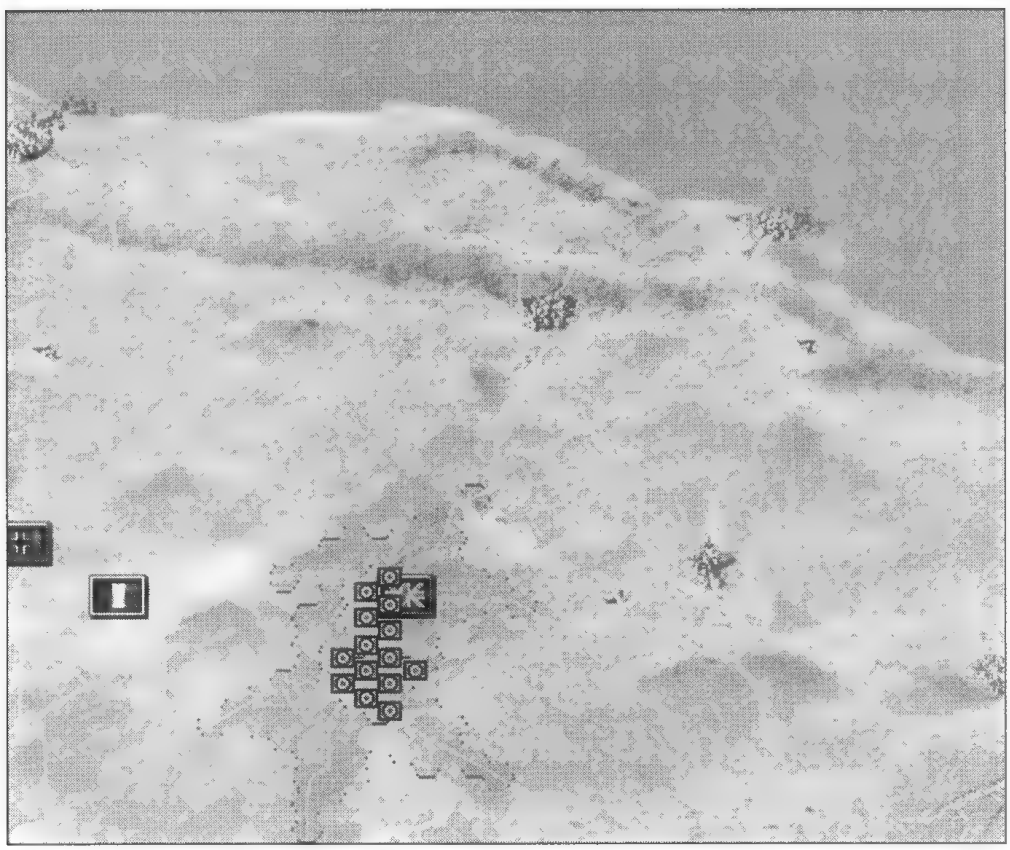
You should hold near Caumont, while you push toward Villers Bocage. Also push near Caen and in the east. You have 3 air transport points, which can be put to good use. Pull your paratroopers in the east back to an airfield and requisition an additional paratrooper unit. Load them up and drop them in the enemy's rear area on Thury Harcourt, Brettville sur Laize, and Vimont. Not only will this capture these objectives for you and earn 320 prestige points, it will also force the enemy to divert units from the front line to deal with your airborne incursion.

Axis Player

Your forces begin in a defensive line. Follow the same strategy as the Allies: Hold in some places while attacking in others. Attack where your armor is concentrated—near Caen and Villers Bocage. If you can capture Bayeux without losing any of the victory objectives you control, you will win the scenario.

Cauldron

Starting Date: 05 June 1942
Weather: Fair
Brilliant Victory: 4 Turns
Victory: 5 Turns
Tactical Victory: 6 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Axis Supply	01,20	160	Axis
Axis Supply	05,22	80	Axis
Allied Supply	17,22	160	Allies

Axis Player

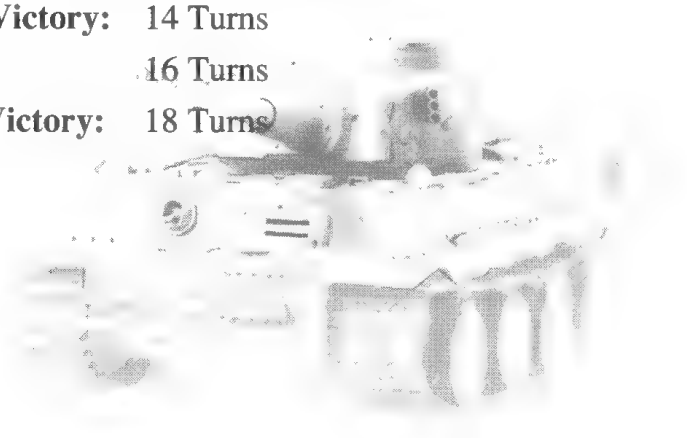
This is a very short game with only three victory locations. The only terrain is a hill of rough hexes with roads running to the north and south. Leave a few units behind to defend your victory locations, while the rest of your units advance on the enemy location by taking either of the roads. Keep your attacking force together on the same road instead of splitting it up. The enemy will probably divide his or her force, so you will be able to hit one of the smaller groups and wipe it out. Capture the locations as quickly as possible.

Allied Player

The Allied strategy is the same as for the Axis player.

Red Tide Rising

Starting Date: 01 June 1945
Weather: Fair
Brilliant Victory: 14 Turns
Victory: 16 Turns
Tactical Victory: 18 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Russian Supply	34,02	160	Russian
Halberstadt	01,04	160	U.S.
Bernburg	21,08	80	U.S.
Dessau	35,06	160	U.S.
Sangerhaussen	08,23	160	U.S.
City	15,19	80	U.S.
Halle	29,21	160	U.S.

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Zerbst	32,01	40	Russian
Airfield	33,01	40	Russian
Airfield	01,09	40	U.S.
Quedlinburg	04,09	40	U.S.
Stassfurt	16,05	40	U.S.
Aschersleben	13,10	40	U.S.
Hettstedt	13,14	40	U.S.
Barby	25,01	40	U.S.
Airfield	30,08	40	U.S.
Kothen	28,10	40	U.S.
Zorbis	33,15	40	U.S.
Bitterfeld	38,16	40	U.S.
Merseburg	29,26	40	U.S.
Leipzig	36,27	40	U.S.

Russian Player

You have a local majority for the beginning of this attack. You must push across the river as quickly as possible. Send a few units to take Dessau with artillery and air support. This left wing should wheel around to the west once the town is yours and head for Halle and then the victory locations in the southwest. Most of the enemy resistance will be dealt with by your left wing, which must advance south to Kothen. British reinforcements will arrive from north of Stassfurt, so keep an eye open for them. Advance on Bernburg and then Halberstadt. If you have any paratroopers, you may want to load them up and drop them on the farthest enemy-held objectives. Once you get through the enemy's main line of resistance, the only other defensive position is around Halle.

U.S. Player

As the defender, you must hold the Russians at the river for as long as possible. This delay will allow you to bring all of your rear troops forward to form a defensive line from Bernburg to Kothen to Bitterfeld. British

reinforcements will arrive from the north near Stassfurt. Rush them into the battle and hit the enemy's western flank. The Russians must cover a lot of ground in a relatively short time, so a defensive withdrawal will work well. Fight until your units begin taking heavy fire, then pull them back and form another defensive line. If you can really hurt the enemy, you may be able to launch a counterattack and try to capture the Russian supply point and win the game early.

St. Lo: Operation Cobra

Starting Date: 25 July 1944
Weather: Fair
Brilliant Victory: 12 Turns
Victory: 14 Turns
Tactical Victory: 16 Turns

Primary Objectives

Name	Location	Prestige Points	Initial Control
Carentan	20,07	160	Allies
St. Lo	25,17	80	Allies
Coutances	10,21	160	Axis
Axis Supply	08,27	160	Axis
Axis Supply	13,26	160	Axis
Axis Supply	21,26	160	Axis
Tessay-sur-Vire	25,25	160	Axis
Torigni-sur-Vire	29,22	160	Axis

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Portail	01,03	40	Allies
St. Lo d'Orville	02,04	40	Allies
St. Souveur de Pierre Pont	05,04	40	Allies
St. Souveur le Vicomte	08,01	40	Allies
La Haye de Puits	07,06	40	Allies
Lessay	07,10	40	Allies
Baupte	14,06	40	Allies
Sainteny	16,10	40	Allies
Airfield	23,05	40	Allies
St. Jean de Day	24,11	40	Allies
Isigny	27,06	40	Allies
Airel	27,1	40	Allies
Villers Fossard	27,15	40	Allies
Grandcamp les Bains	30,03	40	Allies
Vierville sur Mer	35,03	40	Allies
Longueville	33,05	40	Allies
Trevieres	35,07	40	Allies
Berigny	32,16	40	Allies

SECONDARY OBJECTIVES (CONTINUED)

Name	Location	Prestige Points	Initial Control
Periers	12,13	40	Axis
St. Souveur Landelin	12,16	40	Axis
Manigny	20,18	40	Axis
Airfield	16,22	40	Axis
Airfield	23,27	40	Axis

Allied Player

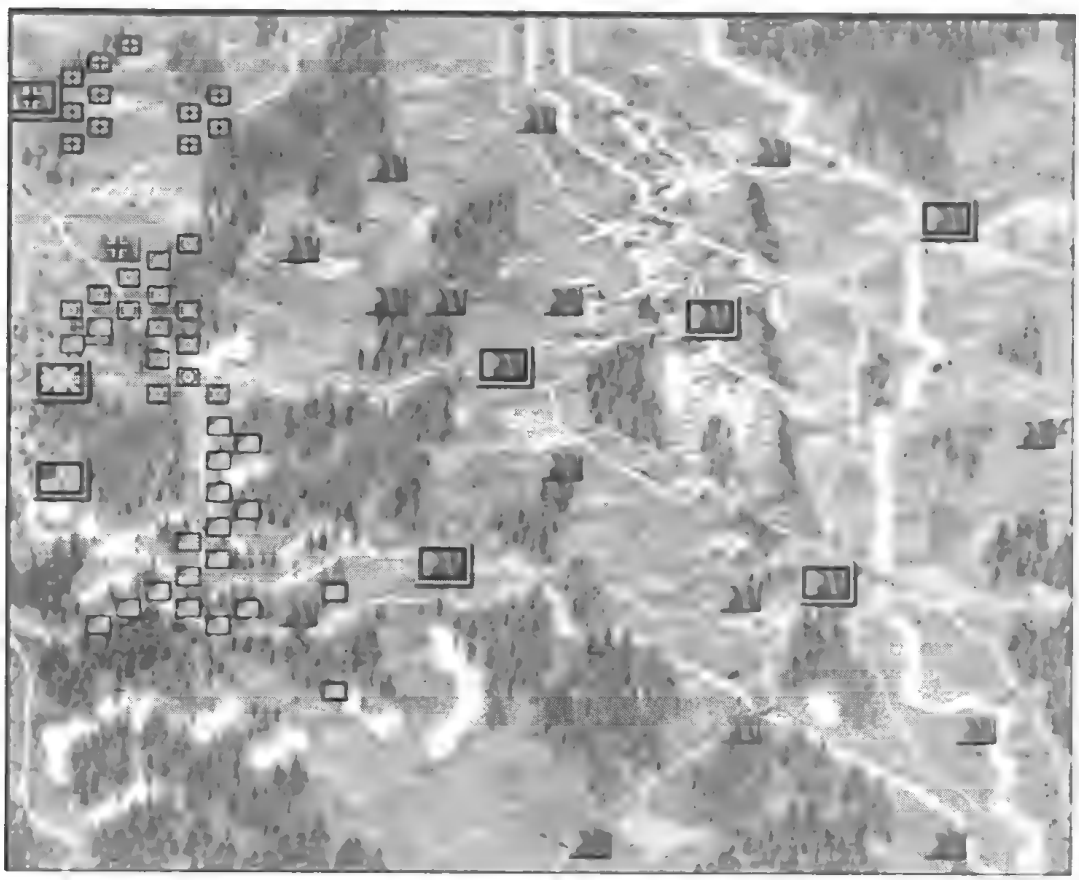
You face a strong enemy defensive line with a lot of artillery support. However, you have several tank and tank destroyer units that will make your mission easier. Divide your units into two groups. The western group contains all units west of the Taut River, and the remainder form the eastern group. Use your artillery to weaken individual enemy infantry units, and then send in your tanks or tank destroyers to finish them off. This will create a gap in their defensive line through which you can move your armored units on the following turn to go after the German artillery units. Once these are eliminated, the enemy's defensive line will crumble quickly. The western group's mission is to capture Coutances and the two western Axis supply points. The eastern group must capture the other three victory locations. If you are patient and take your time to carefully break through the enemy line, you can rush a couple units through to capture all the rear objectives while you continue to batter the defenders.

Axis Player

You begin with a good defensive line, which is well supported by many artillery units. However, the enemy also has a lot of firepower. Watch the ammo supply of your artillery units and resupply them before they run out. You do not have enough units to make a large breakthrough and counterattack to capture the enemy victory locations. But you should use your armored units for local counterattacks against enemy armor and artillery. Through overrun attacks, these units may be able to destroy several enemy units in a single turn, if the enemy units have been weakened previously by artillery or other attacks.

Caging the Bear

Starting Date: 01 June 1945
Weather: Fair
Brilliant Victory: 14 Turns
Victory: 18 Turns
Tactical Victory: 22 Turns



Primary Objectives

Name	Location	Prestige Points	Initial Control
Bernau	01,02	80	U.S.
Berlin	02,11	160	U.S.
Berlin	02,14	160	U.S.
Munscheberg	17,10	80	Russian
Furstenwalde	15,16	80	Russian
Seelow	24,09	80	Russian
Frankfurt	28,17	80	Russian
Kustin	32,06	160	Russian

Secondary Objectives

Name	Location	Prestige Points	Initial Control
Krammensee	04,07	40	U.S.
Airfield	02,10	40	U.S.
Airfield	03,09	40	U.S.
Strausberg	10,07	40	Russian
Protzel	13,14	40	Russian
Kunersdorf	18,03	40	Russian
Garzin	13,08	40	Russian
Waldsieversdorf	15,08	40	Russian
Airfield	19,08	40	Russian
Sophienthal	26,04	40	Russian
Hasenfeld	19,13	40	Russian
Spreenhagen	10,18	40	Russian
Pillgram	25,17	40	Russian
Mullrose	25,21	40	Russian
Beeskow	20,25	40	Russian
Airfield	35,12	40	Russian
Aurith	33,21	40	Russian
Eisenhuttenstadt	32,25	40	Russian

U.S. Player

This scenario allows you to control three nationalities of units. The Germans are in the north, the British in the center, and the Americans in the south. Send the Germans through the forest and along the northern edge of the map to Kunersdorf. Once there, wheel them around to the south and advance on Seelow and eventually Kustin. Use the Germans' heavy tanks to hit the Russian northern force in the flank. The British force should drive along the road to Munscheberg and then assist the Germans in the advance to Kustin. The Americans in the south must capture Furstenwalde and then continue on to Frankfurt.

Russian Player

You are outnumbered and outgunned in this scenario. Therefore, your only chance for victory is to prevent the enemy from achieving his or her objectives. Set up your first defensive line from Munscheberg to Furstenwalde. Keep a few units north of this line to watch for a German end run around your flank. Cause as much damage as you can to the attackers along this line. However, as they bring up their artillery and begin to hurt your force, pull back and form a second defensive line at Seelow and Frankfurt. These will be easier to hold because they are in rough terrain, and the enemy will have a hard time bringing all of his or her firepower to bear quickly. This fighting withdrawal will buy you enough time to secure a victory in this tough scenario.

Unit Values Tables

These tables provide the following values for all the units in the game:

- Date first available (Date)
- Year of expiration (Ex)—the year the unit is no longer produced
- Fuel (FU)—Maximum Capacity
- Ammunition (AM)—Maximum Capacity
- Initiative (IN)
- Target type (TT)
- Movement method (MM)

CZECHOSLOVAKIA

Name	Type	Date	Ex	FU	AM	IN	TT	MM
20mm FlaK	AD	1/38	46	0	12	5	Soft	Towed
40mm	AD	11/39	46	0	10	4	Soft	Towed
3.7cm PaK	AT	4/37	46	0	10	6	Soft	Towed
47mm	AT	1/38	46	0	9	7	Soft	Towed
Ju-52	ATP	1/40	46	0	4	0	Air	Air
105mm	ATY	1/38	46	0	8	2	Soft	Towed
150mm	ATY	1/38	46	0	7	2	Soft	Towed
75mm	ATY	1/38	46	0	9	2	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Avia B.534	FTR	6/37	40	0	7	4	Air	Air
Engineer	INF	1/38	46	0	7	2	Soft	Leg
Regular	INF	1/38	46	0	7	2	Soft	Leg
Skoda	RCN	1/36	46	55	8	6	Hard	Wheeled
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
LTM 35	TK	1/35	46	50	8	3	Hard	Tracked
TNHP-S	TK	1/38	46	50	9	6	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

FINLAND

Name	Type	Date	Ex	FU	AM	IN	TT	MM
37mm FlaK	AD	1/40	46	0	24	4	Soft	Towed
3.7cm PaK	AT	4/37	46	0	10	6	Soft	Towed
5cm PaK	AT	4/41	46	0	9	9	Soft	Towed
7.5cm PaK	AT	3/42	46	0	8	10	Soft	Towed
StuG IIIB	AT	5/40	46	41	6	5	Hard	Tracked
StuG IIIG	AT	9/42	46	40	8	10	Hard	Tracked
Ju-52	ATP	1/41	46	0	4	0	Air	Air

Name	Type	Date	Ex	FU	AM	IN	TT	MM
105mm	ATY	9/39	46	0	8	2	Soft	Towed
150mm	ATY	4/40	46	0	7	2	Soft	Towed
75mm	ATY	9/38	46	0	9	2	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
F-2A	FTR	1/39	46	0	7	4	Air	Air
Fokker DXXI	FTR	1/39	46	0	4	5	Air	Air
Me-109f	FTR	1/41	46	0	7	6	Air	Air
Regular	INF	1/39	46	0	7	1	Soft	Leg
Sissi	INF	1/39	46	0	7	1	Soft	Leg
Ski	INF	10/39	42	0	7	1	Soft	Leg
PSW 231	RCN	1/41	46	81	9	7	Hard	All Terrain
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Ju-87B	TB	1/41	46	0	5	2	Air	Air
Pz IIIJ	TK	4/42	46	41	11	9	Hard	Tracked
Pz IVD	TK	1/40	46	46	11	5	Hard	Tracked
Pz IVG	TK	10/42	46	46	11	10	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

FRANCE

Name	Type	Date	Ex	FU	AM	IN	TT	MM
47mm	AD	9/39	46	0	12	4	Soft	Towed
M16 MGMC	AD	6/44	46	57	6	4	Hard	Half Track
25mm	AT	5/35	42	0	5	6	Soft	Towed
76mm	AT	6/44	46	0	7	8	Soft	Towed
M10	AT	6/44	46	57	7	10	Hard	Tracked
C-47	ATP	1/43	46	0	1	0	Air	Air
105mm	ATY	9/39	42	0	8	1	Soft	Towed
155mm	ATY	9/39	42	0	5	1	Soft	Towed
75mm	ATY	9/39	42	0	9	1	Soft	Towed

Name	Type	Date	Ex	FU	AM	IN	TT	MM
M7	ATY	9/43	46	52	7	4	Hard	Tracked
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
D.520	FTR	2/40	42	0	8	5	Air	Air
MS-406	FTR	9/39	42	0	5	3	Air	Air
Cavalry	INF	1/38	42	0	5	1	Soft	Leg
Chasseurs	INF	9/39	46	0	5	1	Soft	Alpine
Engineer	INF	1/38	46	0	5	1	Soft	Leg
Regular	INF	1/38	42	0	5	1	Soft	Leg
Regular	INF	11/41	46	0	5	1	Soft	Leg
M8	RCN	8/43	46	81	9	7	Hard	Wheeled
Panhard 178	RCN	1/38	42	50	5	5	Hard	Wheeled
Dunkerque Class	SBB	4/37	42	0	4	9	Naval	Naval
Richelieu Class	SBB	6/40	42	0	4	8	Naval	Naval
Suffren Class	SCA	1/30	42	0	4	7	Naval	Naval
La Galissoniere Class	SCL	12/35	42	0	4	6	Naval	Naval
Le Fantasque Class	SDD	11/33	46	0	20	10	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Pz 633	TB	1/39	42	0	5	4	Air	Air
B1-bis	TK	5/40	42	40	14	7	Hard	Tracked
H35	TK	9/35	42	40	14	3	Hard	Tracked
H39	TK	5/40	42	40	14	5	Hard	Tracked
M4A1	TK	6/44	46	45	12	9	Hard	Tracked
M4A1/76	TK	9/44	46	41	11	10	Hard	Tracked
M5A1	TK	1/44	46	41	14	7	Hard	Tracked
R35	TK	3/35	42	41	11	3	Hard	Tracked
R40	TK	6/40	42	39	11	4	Hard	Tracked
S35	TK	5/40	42	51	14	7	Hard	Tracked
MCG-5	TPT	12/42	46	45	10	2	Hard	Half-Track
Truck	TPT	12/42	46	75	4	0	Soft	Wheeled
Truck	TPT	9/36	41	60	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

GERMANY

Name	Type	Date	Ex	FU	AM	IN	TT	MM
20mm (Q) FlaK	AD	4/41	46	0	20	4	Soft	Towed
20mm FlaK	AD	7/38	46	0	12	5	Soft	Towed
37mm FlaK	AD	9/38	46	0	24	4	Soft	Towed
37mm FlaK/IV	AD	5/44	46	45	8	6	Hard	Tracked
88mm FlaK	AD	4/37	46	0	10	11	Soft	Towed
88mm FlaK 41	AD	9/44	46	35	6	11	Hard	Half-Track
Coelion	AD	5/45	46	45	20	8	Hard	Tracked
FlaKPz 38(t)	AD	1/44	46	46	7	6	Hard	Tracked
Ostwind	AD	10/44	46	45	23	4	Hard	Tracked
SdKfz 10/4	AD	7/39	46	40	12	5	Hard	Half-Track
SdKfz 6/2	AD	7/39	46	40	8	5	Hard	Half-Track
SdKfz 7/1	AD	10/41	46	45	23	4	Hard	Half-Track
Wirbelwind	AD	9/44	46	45	19	6	Hard	Tracked
3.7cm PaK	AT	7/36	46	0	24	4	Soft	Towed
5cm PaK	AT	10/40	46	0	9	9	Soft	Towed
7.5cm PaK	AT	11/41	46	0	8	10	Soft	Towed
8.8cm	AT	9/37	46	0	10	11	Soft	Towed
8.8cm PaK	AT	6/44	46	0	8	12	Soft	Towed
Elefant	AT	7/43	46	24	7	12	Hard	Tracked
Hetzer	AT	6/44	46	43	8	10	Hard	Tracked
JagdTiger	AT	12/44	46	28	8	12	Hard	Tracked
JgdPanther	AT	4/44	46	37	8	12	Hard	Tracked
JgdPz IV	AT	2/44	46	46	9	10	Hard	Tracked
JgdPz IV/70	AT	8/44	46	46	7	11	Hard	Tracked
Marder III	AT	4/42	46	49	6	10	Hard	Tracked
Nashorn	AT	6/43	46	47	5	12	Hard	Tracked
PzJgd I	AT	2/40	46	39	9	8	Hard	Tracked
StuG IIIB	AT	5/40	46	41	6	5	Hard	Tracked
StuG IIIF	AT	4/42	46	39	7	10	Hard	Tracked
StuG IIIG	AT	5/43	46	40	8	10	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
StuH 42	AT	10/42	46	40	7	5	Hard	Tracked
Ju-52	ATP	1/38	46	0	4	0	Air	Air
10.5 leFH 18	ATY	1/38	46	0	8	2	Soft	Towed
15 NbWf41	ATY	1/39	46	0	4	5	Soft	Towed
15 sFH 18	ATY	1/38	46	0	7	2	Soft	Towed
17 K18	ATY	1/42	46	0	6	2	Soft	Towed
7.5 leFk 16nA	ATY	1/38	46	0	9	2	Soft	Towed
Hummel	ATY	7/43	46	47	4	5	Hard	Tracked
sIG 38(t)M	ATY	3/43	46	38	5	4	Hard	Tracked
sIG IB	ATY	5/40	46	35	3	4	Hard	Tracked
sIG II	ATY	1/42	46	41	4	4	Hard	Tracked
Wespe	ATY	7/43	46	39	6	5	Hard	Tracked
Wurfrahmen	ATY	3/43	46	55	3	0	Hard	Half-Track
Zeppelin Class	CAR	1/43	46	100	20	8	Naval	Naval
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Bf-109b	FTR	6/37	40	0	7	5	Air	Air
Do-335	FTR	4/45	46	0	8	7	Air	Air
FW-190a	FTR	7/41	46	0	8	6	Air	Air
FW-190d	FTR	1/44	46	0	8	6	Air	Air
He-162	FTR	4/45	46	0	6	8	Air	Air
Me-109e	FTR	1/39	46	0	7	5	Air	Air
Me-109g	FTR	5/42	46	0	8	5	Air	Air
Me-109k	FTR	1/43	46	0	6	6	Air	Air
Me-110c	FTR	1/39	46	0	8	4	Air	Air
Me-163	FTR	8/44	46	0	4	8	Air	Air
Me-262	FTR	10/44	46	0	6	7	Air	Air
Bridging	INF	1/38	46	0	7	2	Soft	Leg
Cavalry	INF	1/38	46	0	7	1	Soft	Leg
Fallschirm	INF	6/38	46	0	8	2	Soft	Leg
Garrison	INF	1/38	46	0	5	0	Soft	Leg
Jaeger	INF	6/38	46	0	7	2	Soft	Alpine

Name	Type	Date	Ex	FU	AM	IN	TT	MM
Pioniere	INF	6/38	46	0	7	2	Soft	Leg
Regular	INF	1/38	46	0	7	2	Soft	Leg
Stosstruppen	INF	6/38	46	0	7	2	Soft	Leg
Volkssturm	INF	6/44	46	0	5	1	Soft	Leg
250/1	RCN	9/41	46	45	6	2	Hard	Half-Track
PSW 222	RCN	1/36	46	55	8	6	Hard	Wheeled
PSW 231	RCN	1/38	46	55	8	6	Hard	All-Terrain
PSW 233	RCN	6/43	46	55	3	5	Hard	All-Terrain
PSW 234/1	RCN	7/44	46	115	16	6	Hard	All-Terrain
PSW 234/2	RCN	10/43	46	115	10	9	Hard	All-Terrain
PSW 234/3	RCN	12/44	46	115	10	9	Hard	All-Terrain
PSW 234/4	RCN	12/44	46	115	5	9	Hard	All-Terrain
Bismarck Class	SBB	1/41	46	0	20	13	Naval	Naval
Scharnhorst Class	SBC	1/39	46	0	20	11	Naval	Naval
Hipper Class	SCA	4/39	46	0	20	9	Naval	Naval
Nurnberg Class	SCL	1/36	46	0	20	8	Naval	Naval
Maass Class	SDD	1/43	46	0	20	11	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
FW-190f	TB	12/42	46	0	7	6	Air	Air
FW-190g	TB	6/43	46	0	7	6	Air	Air
HS-129	TB	1/44	46	0	7	2	Air	Air
Ju-87B	TB	9/38	46	0	5	2	Air	Air
Ju-87D	TB	2/41	46	0	7	2	Air	Air
Ju-87G	TB	3/42	46	0	7	2	Air	Air
Me-110e	TB	1/41	46	0	6	4	Air	Air
King Tiger	TK	6/44	46	29	11	12	Hard	Tracked
Maus	TK	2/45	46	29	11	12	Hard	Tracked
Panther A	TK	9/43	46	34	11	11	Hard	Tracked
Panther D	TK	7/43	46	28	10	10	Hard	Tracked
Panther G	TK	2/44	46	40	11	11	Hard	Tracked
Panther IIF	TK	6/45	46	28	14	13	Hard	Tracked
Pz 35(t)	TK	1/39	46	50	8	3	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
Pz 38(t)A	TK	5/39	46	50	9	6	Hard	Tracked
Pz 38(t)F	TK	11/40	46	50	11	6	Hard	Tracked
Pz IA	TK	2/35	46	40	4	2	Hard	Tracked
Pz IB	TK	8/35	46	39	5	2	Hard	Tracked
Pz IIA	TK	5/37	46	45	8	6	Hard	Tracked
Pz IID	TK	5/38	46	45	10	6	Hard	Tracked
Pz IIF	TK	3/41	46	45	10	6	Hard	Tracked
Pz IIIE	TK	7/39	46	42	14	6	Hard	Tracked
Pz IIIG	TK	8/40	46	42	13	7	Hard	Tracked
Pz IIIH	TK	2/41	46	41	11	8	Hard	Tracked
Pz IIIJ	TK	3/42	46	41	11	9	Hard	Tracked
Pz IIIL	TK	7/42	46	41	11	10	Hard	Tracked
Pz IIIN	TK	9/42	46	41	8	11	Hard	Tracked
Pz IVC	TK	1/39	46	46	11	4	Hard	Tracked
Pz IVD	TK	1/40	46	46	11	5	Hard	Tracked
Pz IVF2	TK	6/42	46	45	12	8	Hard	Tracked
Pz IVG	TK	9/42	46	46	11	9	Hard	Tracked
Pz IVH	TK	1/43	46	46	11	10	Hard	Tracked
Pz IVJ	TK	7/44	46	57	11	10	Hard	Tracked
Tiger	TK	1/43	46	28	13	11	Hard	Tracked
251/1	TPT	9/39	46	55	7	2	Hard	Half-Track
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

HUNGARY

Name	Type	Date	Ex	FU	AM	IN	TT	MM
5cm PaK	AT	8/41	46	0	9	9	Soft	Towed
7.5cm PaK	AT	8/42	46	0	8	10	Soft	Towed
StuG IIIB	AT	3/40	46	41	6	5	Hard	Tracked
Ju-52	ATP	1/40	46	0	4	0	Air	Air

Name	Type	Date	Ex	FU	AM	IN	TT	MM
105mm	ATY	1/40	46	0	8	2	Soft	Towed
75mm	ATY	9/38	46	0	9	2	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
FW-190F	FTR	6/43	46	0	8	6	Air	Air
Me-109e	FTR	1/40	46	0	7	5	Air	Air
Cavalry	INF	1/38	46	0	6	2	Soft	Leg
Regular	INF	1/38	46	0	6	1	Soft	Leg
Tatra	RCN	1/37	46	55	8	6	Hard	Wheeled
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Ju-87	TB	9/39	46	0	5	2	Air	Air
B1-bis	TK	8/41	46	40	14	7	Hard	Tracked
BT-5	TK	4/34	46	55	11	6	Hard	Tracked
Pz 38(t)A	TK	5/39	46	50	9	6	Hard	Tracked
Turan-1	TK	2/43	46	55	11	6	Hard	Tracked
Turan-2	TK	10/44	46	55	11	6	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

ITALY

Name	Type	Date	Ex	FU	AM	IN	TT	MM
20mm	AD	2/37	46	0	9	4	Soft	Towed
20mm	AD	6/38	46	40	9	4	Soft	Wheeled
47mm	AT	2/36	46	0	9	7	Soft	Towed
S-47	AT	5/42	46	45	7	7	Hard	Tracked
S-75	AT	7/43	46	48	7	9	Hard	Tracked
S-90	AT	8/43	46	45	4	10	Hard	Tracked
Ju-52	ATP	1/38	46	0	4	0	Air	Air
100mm	ATY	1/38	46	0	8	1	Soft	Towed
149mm	ATY	1/38	46	0	7	1	Soft	Towed

Name	Type	Date	Ex	FU	AM	IN	TT	MM
47mm	ATY	7/42	46	45	7	7	Hard	Wheeled
75mm	ATY	1/38	46	0	9	1	Soft	Towed
75mm	ATY	1/42	46	48	7	7	Hard	Tracked
Aquila Class	CAR	5/40	46	100	—	10	Naval	Naval
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
G.55	FTR	6/43	46	0	8	7	Air	Air
MC.200	FTR	6/39	46	0	8	4	Air	Air
MC.202	FTR	11/41	46	0	11	5	Air	Air
MC.205	FTR	4/43	46	0	8	6	Air	Air
Re.2000	FTR	6/40	46	0	8	3	Air	Air
Re.2005	FTR	5/43	46	0	7	5	Air	Air
Alpini	INF	6/40	46	0	6	1	Soft	Alpine
Bersagliere	INF	6/40	46	0	8	1	Soft	Leg
Engineer	INF	1/38	46	0	6	1	Soft	Leg
Regular	INF	1/38	46	0	6	0	Soft	Leg
AB-41	RCN	8/41	46	70	15	6	Hard	All-Terrain
Littorio Class	SBB	5/40	46	0	—	10	Naval	Naval
Zara Class	SCA	1/33	46	0	—	9	Naval	Naval
Condottieri Class	SCL	1/36	46	0	—	8	Naval	Naval
Soldati Class	SDD	12/37	46	0	20	10	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
BA.65	TB	1/38	46	0	6	1	Air	Air
CA.311	TB	1/39	46	0	6	1	Air	Air
L6/40	TK	5/41	46	45	10	6	Hard	Tracked
M13/40	TK	12/40	46	45	11	7	Hard	Tracked
M14/41	TK	1/42	46	45	11	8	Hard	Tracked
M15/42	TK	9/43	46	47	12	8	Hard	Tracked
P26/40	TK	1/44	46	45	10	9	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

NATIONALIST SPAIN

Name	Type	Date	Ex	FU	AM	IN	TT	MM
20mm FlaK	AD	4/32	46	0	12	5	Soft	Towed
3.7cm PaK	AT	4/37	40	0	10	6	Soft	Towed
47mm	AT	4/36	46	0	9	7	Soft	Towed
7.5cm PaK	AT	3/42	46	0	8	10	Soft	Towed
StuG IIIG	AT	7/43	46	40	8	10	Hard	Tracked
Ju-52	ATP	1/38	40	0	4	0	Air	Air
149mm	ATY	1/36	40	0	7	1	Soft	Towed
65mm	ATY	1/36	40	0	9	1	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Bf-109b	FTR	6/37	40	0	7	5	Air	Air
Legionnaire	INF	1/35	40	0	8	1	Soft	Leg
Militia	INF	1/35	40	0	6	0	Soft	Leg
Regular	INF	1/35	40	0	6	0	Soft	Leg
PSW 222	RCN	1/36	46	55	8	6	Hard	Wheeled
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Pz IA	TK	7/35	40	40	4	2	Hard	Tracked
Pz IB	TK	2/36	40	39	5	2	Hard	Tracked
Pz IIIJ	TK	5/42	46	41	11	9	Hard	Tracked
Truck	TPT	9/36	40	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

NORWAY

Name	Type	Date	Ex	FU	AM	IN	TT	MM
47mm	AT	7/38	41	0	9	7	Soft	Towed
C-47	ATP	1/40	46	0	1	0	Air	Air
75mm	ATY	9/39	42	0	9	1	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed

Name	Type	Date	Ex	FU	AM	IN	TT	MM
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Regular	INF	1/38	46	0	5	1	Soft	Leg
Panhard 178	RCN	1/38	42	50	5	5	Hard	Wheeled
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

POLAND

Name	Type	Date	Ex	FU	AM	IN	TT	MM
17 Pdr	AT	6/44	46	0	7	11	Soft	Towed
47mm	AT	5/36	46	0	9	7	Soft	Towed
C-47	ATP	1/43	46	0	1	0	Air	Air
105mm	ATY	1/40	41	0	8	2	Soft	Towed
105mm	ATY	9/43	46	0	8	0	Soft	Towed
75mm	ATY	6/40	41	0	9	1	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
P.24	FTR	1/38	41	0	6	3	Air	Air
Cavalry	INF	11/38	41	0	7	1	Soft	Leg
Engineer	INF	11/38	46	0	5	1	Soft	Leg
Paratrooper	INF	1/43	46	0	7	0	Soft	Leg
Regular	INF	1/38	46	0	5	0	Soft	Leg
Regular	INF	12/39	46	0	6	1	Soft	Leg
M8	RCN	1/44	46	81	9	7	Hard	All-Terrain
Wz-34	RCN	1/34	42	50	5	5	Hard	Wheeled
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
P.23B	TB	1/38	41	0	5	1	Air	Air
7TP	TK	3/35	41	41	8	6	Hard	Tracked
M4A1	TK	8/44	46	45	12	9	Hard	Tracked
M5A1	TK	1/44	46	41	14	7	Hard	Tracked
R35	TK	5/39	41	41	10	3	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
TKS	TK	3/36	41	41	10	3	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

REPUBLICAN SPAIN

Name	Type	Date	Ex	FU	AM	IN	TT	MM
47mm	AT	6/36	46	0	9	7	Soft	Towed
C-47	ATP	9/39	46	0	1	0	Air	Air
155mm	ATY	1/37	46	0	7	1	Soft	Towed
75mm	ATY	1/37	46	0	9	1	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Rata	FTR	1/37	46	0	6	3	Air	Air
Brigade	INF	1/35	40	0	8	1	Soft	Leg
Militia	INF	1/35	40	0	6	0	Soft	Leg
Regular	INF	1/35	40	0	6	0	Soft	Leg
BA-6	RCN	1/36	46	55	7	5	Hard	All-Terrain
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
BT-5	TK	4/34	46	55	11	6	Hard	Tracked
T-26	TK	4/33	46	45	14	5	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

RUMANIA

Name	Type	Date	Ex	FU	AM	IN	TT	MM
37mm FlaK	AD	9/40	46	0	20	4	Soft	Towed
47mm	AT	8/36	46	0	9	7	Soft	Towed
7.5cm PaK	AT	4/42	46	0	8	10	Soft	Towed
Maresal	AT	8/44	46	40	8	10	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
StuG IIIG	AT	12/42	46	40	8	10	Hard	Tracked
Ju-52	ATP	11/41	46	0	4	0	Air	Air
100mm	ATY	6/40	46	0	8	1	Soft	Towed
75mm	ATY	6/40	46	0	9	1	Soft	Towed
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
IAR 80	FTR	2/41	46	0	6	1	Air	Air
Me-109e	FTR	1/44	46	0	7	5	Air	Air
P.24	FTR	2/40	46	0	6	3	Air	Air
Cavalry	INF	6/40	46	0	6	1	Soft	Leg
Regular	INF	1/38	46	0	6	1	Soft	Leg
PSW 222	RCN	1/36	46	55	8	6	Hard	Wheeled
PSW 231	RCN	1/38	46	55	8	6	Hard	All-Terrain
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
IAR 81	TB	11/41	46	0	6	1	Air	Air
Pz IIIJ	TK	5/42	46	41	11	9	Hard	Tracked
Pz IVG	TK	2/43	46	46	11	8	Hard	Tracked
R2	TK	7/37	46	50	9	4	Hard	Tracked
R35	TK	5/39	42	41	11	3	Hard	Tracked
Truck	TPT	9/36	46	55	4	1	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

UNITED KINGDOM

Name	Type	Date	Ex	FU	AM	IN	TT	MM
20mm	AD	9/36	46	0	12	6	Soft	Towed
3.7 inch	AD	1/38	46	0	8	6	Soft	Towed
40mm	AD	11/39	46	0	10	4	Soft	Towed
40mm	AD	4/43	46	60	8	4	Soft	Wheeled
17 Pdr	AT	7/43	46	0	7	11	Soft	Towed
2 Pdr	AT	8/36	46	0	10	7	Soft	Towed

Name	Type	Date	Ex	FU	AM	IN	TT	MM
6 Pdr	AT	5/42	46	0	9	8	Soft	Towed
Achilles	AT	7/44	46	51	7	11	Hard	Tracked
Wolverine	AT	9/43	46	48	8	10	Hard	Tracked
C-47	ATP	1/41	46	0	1	0	Air	Air
25 Pdr	ATY	4/40	46	0	9	1	Soft	Towed
3 inch	ATY	1/38	46	0	9	0	Soft	Towed
5.5 inch	ATY	5/42	46	0	7	1	Soft	Towed
7.2 inch	ATY	6/43	46	0	6	1	Soft	Towed
Bishop	ATY	8/42	46	40	5	7	Hard	Tracked
Sexton	ATY	6/44	46	40	4	7	Hard	Tracked
Illustrious Class	CAR	5/40	46	100	—	10	Naval	Naval
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
Hurricane	FTR	1/37	46	0	6	4	Air	Air
Spitfire I	FTR	6/38	46	0	6	5	Air	Air
Spitfire IX	FTR	7/42	46	0	4	6	Air	Air
Spitfire V	FTR	6/41	46	0	3	5	Air	Air
Spitfire XII	FTR	1/43	46	0	4	6	Air	Air
Spitfire XIV	FTR	11/44	46	0	4	7	Air	Air
Australian	INF	12/39	46	0	6	1	Soft	Leg
Bridging	INF	1/38	46	0	6	2	Soft	Leg
Canadian	INF	12/39	46	0	6	1	Soft	Leg
Commando	INF	6/43	46	0	5	2	Soft	Leg
Engineer	INF	12/39	46	0	6	2	Soft	Leg
Ghurka	INF	12/39	46	0	6	3	Soft	Alpine
Home Guard	INF	12/39	46	0	6	0	Soft	Leg
Indian	INF	12/39	46	0	6	1	Soft	Leg
New Zealand	INF	12/39	46	0	6	1	Soft	Leg
Paratrooper	INF	12/39	46	0	7	0	Soft	Leg
Regular	INF	1/38	46	0	6	1	Soft	Leg
Royal Marine	INF	12/39	46	0	6	1	Soft	Leg

Name	Type	Date	Ex	FU	AM	IN	TT	MM
AEC I	RCN	10/42	46	65	8	7	Hard	All-Terrain
AEC II	RCN	6/43	46	65	7	8	Hard	All-Terrain
AEC III	RCN	5/44	46	65	6	9	Hard	All-Terrain
Daimler	RCN	7/42	46	65	8	7	Hard	All-Terrain
Daimler SC	RCN	5/40	46	65	10	3	Hard	All-Terrain
Humber II	RCN	11/41	46	65	10	3	Hard	All-Terrain
Humber IV	RCN	8/43	46	65	10	3	Hard	All-Terrain
Staghound I	RCN	1/44	46	65	—	3	Hard	All-Terrain
King George V Class	SBB	11/40	46	0	—	13	Naval	Naval
Renown Class	SBC	9/16	46	0	—	11	Naval	Naval
County Class	SCA	1/39	46	0	—	10	Naval	Naval
Leander Class	SCL	3/33	46	0	—	9	Naval	Naval
Tribal Class	SDD	6/38	46	0	—	13	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Beaufighter	TB	8/41	46	0	5	3	Air	Air
Hurricane II	TB	3/42	46	0	4	4	Air	Air
Hurricane IV	TB	10/43	46	0	4	4	Air	Air
Mosquito VI	TB	3/41	46	0	5	5	Air	Air
Tempest	TB	4/44	46	0	4	6	Air	Air
Typhoon	TB	11/42	46	0	4	5	Air	Air
Centurion	TK	5/45	46	47	7	11	Hard	Tracked
Challenger	TK	6/44	46	47	7	11	Hard	Tracked
Churchill III	TK	8/42	46	40	11	8	Hard	Tracked
Churchill IV	TK	10/42	46	40	10	8	Hard	Tracked
Comet	TK	10/44	46	45	9	10	Hard	Tracked
Cromwell IV	TK	6/44	46	53	8	9	Hard	Tracked
Cromwell VII	TK	6/44	46	53	9	9	Hard	Tracked
Cruiser A13	TK	11/39	46	43	12	7	Hard	Tracked
Crusader I	TK	6/41	46	41	14	7	Hard	Tracked
Crusader II	TK	11/41	46	41	14	7	Hard	Tracked
Crusader III	TK	6/42	46	41	8	8	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
Firefly	TK	6/44	46	45	8	11	Hard	Tracked
Grant	TK	5/42	46	45	14	7	Hard	Tracked
Matilda II	TK	2/40	46	51	12	7	Hard	Tracked
MK VI	TK	7/37	46	50	—	3	Hard	Tracked
Sherman III	TK	10/42	46	45	11	9	Hard	Tracked
Stuart I	TK	11/42	46	35	12	7	Hard	Tracked
Stuart III	TK	12/42	46	41	14	7	Hard	Tracked
Valentine V	TK	11/42	46	51	10	7	Hard	Tracked
Valentine XI	TK	10/44	46	51	10	9	Hard	Tracked
Vickers	TK	2/37	46	51	10	4	Hard	Tracked
Bren Carrier	TPT	1/39	46	60	4	0	Hard	Half-Track
Truck	TPT	1/36	46	69	4	0	Hard	Wheeled

UNITED STATES

Name	Type	Date	Ex	FU	AM	IN	TT	MM
3 inch	AD	2/39	46	0	8	6	Soft	Towed
90mm	AD	6/44	46	0	8	6	Soft	Towed
M15A1	AD	11/42	46	57	6	6	Hard	Half-Track
M16	AD	3/44	46	57	6	4	Hard	Half-Track
37mm	AT	7/38	46	0	10	7	Soft	Towed
57mm	AT	10/42	46	0	9	8	Soft	Towed
76mm	AT	4/44	46	0	7	10	Soft	Towed
M10	AT	3/43	46	57	7	10	Hard	Tracked
M18	AT	8/44	46	42	6	10	Hard	Tracked
M3	AT	7/38	46	57	7	6	Hard	Half-Track
M36	AT	8/44	46	41	7	11	Hard	Tracked
C-47	ATP	1/41	46	0	1	0	Air	Air
105mm	ATY	8/42	46	0	8	0	Soft	Towed
155mm	ATY	1/38	46	0	7	0	Soft	Towed
75mm	ATY	1/38	46	0	9	0	Soft	Towed

Name	Type	Date	Ex	FU	AM	IN	TT	MM
8 inch	ATY	1/44	46	0	6	0	Soft	Towed
M12	ATY	6/44	46	48	4	5	Hard	Tracked
M7	ATY	11/42	46	52	7	4	Hard	Tracked
M8	ATY	9/43	46	46	7	3	Hard	Tracked
T19	ATY	4/45	46	40	6	0	Hard	Tracked
Essex Class	CAR	12/42	46	100	—	12	Naval	Naval
Yorktown Class	CAR	1/38	46	100	—	12	Naval	Naval
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
P-38E	FTR	1/42	46	0	7	4	Air	Air
P-38F	FTR	6/42	46	0	7	4	Air	Air
P-38J	FTR	1/43	46	0	7	5	Air	Air
P-38L	FTR	10/43	46	0	7	5	Air	Air
P-40F	FTR	12/41	46	0	7	5	Air	Air
P-47C	FTR	1/43	46	0	4	5	Air	Air
P-47D	FTR	9/43	46	0	4	5	Air	Air
P-47N	FTR	5/45	46	0	5	5	Air	Air
P-51B	FTR	6/43	46	0	9	6	Air	Air
P-51D	FTR	1/44	46	0	11	6	Air	Air
P-5TT	FTR	1/45	46	0	11	6	Air	Air
P-80	FTR	6/45	46	0	—	7	Air	Air
Bridging	INF	1/38	46	0	6	1	Soft	Leg
Engineer	INF	12/41	46	0	6	1	Soft	Leg
Marine	INF	12/41	46	0	6	1	Soft	Leg
Mountain	INF	1/43	46	0	6	1	Soft	Alpine
National	INF	1/38	46	0	6	0	Soft	Leg
Paratrooper	INF	12/41	46	0	6	1	Soft	Leg
Ranger	INF	12/41	46	0	6	1	Soft	Leg
Regular	INF	1/38	46	0	6	1	Soft	Leg
M20	RCN	1/42	46	81	9	7	Hard	All-Terrain
M24	RCN	12/44	46	41	7	9	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
M8	RCN	1/42	46	81	9	7	Hard	All-Terrain
Scout Car	RCN	1/40	46	80	6	3	Hard	Wheeled
Iowa Class	SBB	2/43	46	0	—	13	Naval	Naval
Baltimore Class	SCA	4/43	46	0	—	12	Naval	Naval
Brooklyn Class	SCL	7/38	46	0	—	12	Naval	Naval
Fletcher Class	SDD	1/43	46	0	—	13	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
A-20	TB	6/41	46	0	5	3	Air	Air
A-26B	TB	1/44	46	0	7	5	Air	Air
B-25D	TB	2/42	46	0	5	3	Air	Air
B-25H	TB	2/44	46	0	5	3	Air	Air
B-25J	TB	4/44	46	0	7	3	Air	Air
B-26B	TB	5/42	46	0	5	4	Air	Air
B-26C	TB	1/43	46	0	5	4	Air	Air
B-26G	TB	1/44	46	0	7	4	Air	Air
M26	TK	3/45	46	41	10	11	Hard	Tracked
M29	TK	6/45	46	41	10	11	Hard	Tracked
M2A4	TK	4/40	46	35	12	7	Hard	Tracked
M3A1	TK	9/42	46	35	14	7	Hard	Tracked
M4A1	TK	12/42	46	45	12	9	Hard	Tracked
M4A1/76	TK	7/44	46	41	11	10	Hard	Tracked
M4A3	TK	7/43	46	46	13	9	Hard	Tracked
M4A3/105	TK	7/44	46	46	12	7	Hard	Tracked
M4A3E2	TK	9/44	46	41	14	9	Hard	Tracked
M4A3E8/76	TK	9/44	46	41	14	10	Hard	Tracked
M5A1	TK	12/42	46	41	14	7	Hard	Tracked
M3A1	TPT	12/41	46	45	10	2	Hard	Tracked
Truck	TPT	1/39	46	75	4	0	Hard	Wheeled

USSR

Name	Type	Date	Ex	FU	AM	IN	TT	MM
25mm	AD	11/40	46	60	6	5	Soft	Wheeled
37mm	AD	9/39	46	0	12	4	Soft	Towed
76.2mm	AD	8/38	46	0	7	6	Soft	Towed
45mm	AT	8/33	46	0	10	6	Soft	Towed
7.62cm	AT	9/38	46	0	7	9	Soft	Towed
ISU-122	AT	3/44	46	47	5	10	Hard	Tracked
ISU-152	AT	3/44	46	47	3	8	Hard	Tracked
SU-100	AT	11/44	46	57	5	11	Hard	Tracked
SU-122	AT	2/43	46	54	4	4	Hard	Tracked
SU-152	AT	8/43	46	57	3	8	Hard	Tracked
SU-76	AT	4/43	46	58	6	8	Hard	Tracked
SU-85	AT	9/43	46	55	6	9	Hard	Tracked
C-47	ATP	9/39	46	0	1	0	Air	Air
12.2cm	ATY	9/39	46	0	8	0	Soft	Towed
15.2cm	ATY	9/39	46	0	6	0	Soft	Towed
7.6cm	ATY	1/38	46	0	9	0	Soft	Towed
K-13	ATY	1/42	46	60	4	0	Soft	Wheeled
K-31	ATY	3/43	46	60	4	0	Soft	Wheeled
Fortification	FRT	1/38	46	0	—	5	Hard	Towed
Strongpoint	FRT	1/38	46	0	—	5	Hard	Towed
I-16	FTR	1/38	46	0	6	3	Air	Air
La-5	FTR	3/42	46	0	12	5	Air	Air
La-7	FTR	7/44	46	0	6	6	Air	Air
La-9	FTR	5/45	46	0	6	7	Air	Air
LaGG-3	FTR	4/41	46	0	7	4	Air	Air
MiG-1	FTR	11/40	46	0	8	4	Air	Air
MiG-3	FTR	10/41	46	0	8	4	Air	Air
YaK-1	FTR	1/42	46	0	7	4	Air	Air
YaK-7	FTR	6/42	46	0	8	5	Air	Air
YaK-9	FTR	8/42	46	0	7	6	Air	Air

Name	Type	Date	Ex	FU	AM	IN	TT	MM
Bridging	INF	1/38	46	0	6	1	Soft	Leg
Cavalry	INF	1/38	46	0	6	1	Soft	Leg
Conscript	INF	1/38	46	0	5	0	Soft	Leg
Engineer	INF	9/39	46	0	6	1	Soft	Leg
Guard Cavalry	INF	9/42	46	0	6	1	Soft	Leg
Guards	INF	9/42	46	0	7	1	Soft	Leg
Naval Brigade	INF	9/39	46	0	5	1	Soft	Leg
Paratrooper	INF	9/39	46	0	7	1	Soft	Leg
Regular	INF	1/38	46	0	6	1	Soft	Leg
BA-10	RCN	1/32	46	55	7	5	Hard	All-Terrain
BA-64	RCN	1/43	46	85	10	2	Hard	All-Terrain
Sovetskiy Soyuz Class	SBB	10/42	46	0	20	11	Naval	Naval
Kirov Class	SCA	9/38	46	0	20	10	Naval	Naval
Leningrad Class	SCL	1/38	46	0	20	9	Naval	Naval
Storozhevoi Class	SDD	1/42	46	0	20	11	Naval	Naval
Sea Transport	STP	1/40	46	0	0	1	Naval	Naval
Il-10	TB	1/45	46	0	5	5	Air	Air
Il-2	TB	7/41	46	0	4	3	Air	Air
Il-2M3	TB	3/42	46	0	5	4	Air	Air
P-39D	TB	6/41	46	0	7	4	Air	Air
BT-5	TK	4/34	46	55	11	6	Hard	Tracked
BT-7	TK	6/35	46	75	10	6	Hard	Tracked
IS-2	TK	4/44	46	49	4	10	Hard	Tracked
IS-3	TK	4/45	46	49	4	10	Hard	Tracked
KV-1/39	TK	9/39	46	38	13	7	Hard	Tracked
KV-1/41	TK	7/41	46	45	13	8	Hard	Tracked
KV-1/42	TK	6/42	46	45	13	8	Hard	Tracked
KV-2	TK	10/40	46	33	3	5	Hard	Tracked
KV-85	TK	10/43	46	50	9	9	Hard	Tracked
T-26S	TK	1/33	46	45	14	6	Hard	Tracked
T-34/40	TK	1/41	46	55	9	7	Hard	Tracked

Name	Type	Date	Ex	FU	AM	IN	TT	MM
T-34/41	TK	10/41	46	55	9	8	Hard	Tracked
T-34/43	TK	10/42	46	54	10	8	Hard	Tracked
T-34/85	TK	4/44	46	55	8	9	Hard	Tracked
T-43	TK	4/42	46	55	10	8	Hard	Tracked
T-60	TK	8/41	46	87	25	6	Hard	Tracked
T-70	TK	10/41	46	70	8	6	Hard	Tracked
M3A1	TPT	12/41	46	45	10	2	Hard	Tracked
Truck	TPT	9/38	46	60	4	0	Soft	Wheeled
Wagon	TPT	9/36	46	0	0	0	Soft	Wheeled

APPENDIX B

Combat Values Tables

These tables contain the following information for each unit in the game:

- Movement (MO)
- Spotting range (SP)
- Range—firing (RA)
- Soft attack (SA)
- Hard attack (HA)
- Ground defense (GD)
- Close defense (CD)
- Range modifier (RM)

CZECHOSLOVAKIA

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
20mm FlaK	AD	0	2	2	3	2	2	0	9
40mm	AD	0	2	2	9	12	2	0	8
3.7cm PaK	AT	0	2	0	4	7	8	0	9
47mm	AT	0	2	0	4	8	8	0	9
Ju-52	ATP	16	1	0	0	0	5	0	1
105mm	ATY	0	1	4	15	7	2	0	2
150mm	ATY	0	1	4	19	11	2	0	2
75mm	ATY	0	1	3	11	4	2	0	2
Fortification	FRT	0	2	0	9	5	10	3	8
Strongpoint	FRT	0	2	0	5	3	10	3	8
Avia B.534	FTR	16	2	0	1	1	8	0	1
Engineer	INF	3	2	0	8	5	8	0	8
Regular	INF	3	2	0	6	2	6	0	8
Skoda	RCN	6	4	0	2	3	7	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
LTM 35	TK	5	2	0	5	6	8	2	5
TNHP-S	TK	5	2	0	5	7	9	2	5
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

FINLAND

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
37mm FlaK	AD	0	2	2	4	7	2	0	8
3.7cm PaK	AT	0	2	0	4	7	8	0	9
5cm PaK	AT	0	2	0	7	11	8	0	9
7.5cm PaK	AT	0	2	2	11	15	8	0	9
StuG IIIB	AT	5	2	1	11	8	10	0	5
StuG IIIG	AT	5	2	2	11	15	11	2	5
Ju-52	ATP	16	2	0	0	0	5	0	1

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
105mm	ATY	0	1	4	15	6	2	0	2
150mm	ATY	0	1	4	19	11	2	0	2
75mm	ATY	0	1	3	11	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
F-2A	FTR	16	2	0	1	1	5	0	1
Fokker DXXI	FTR	16	2	0	1	1	7	0	1
Me-109f	FTR	16	2	0	1	0	8	0	1
Regular	INF	3	2	0	6	2	8	0	8
Sissi	INF	3	3	0	6	4	8	0	8
Ski	INF	5	2	0	6	2	8	0	8
PSW 231	RCN	8	4	0	3	9	7	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
Ju-87B	TB	16	2	0	10	9	8	0	1
Pz IIIJ	TK	5	2	0	7	11	10	2	4
Pz IVD	TK	5	2	0	10	8	8	2	4
Pz IVG	TK	5	2	2	12	14	10	2	4
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

FRANCE

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
47mm	AD	0	2	2	9	10	2	0	8
M16 MGMC	AD	7	2	1	7	1	6	0	4
25mm	AT	0	2	0	2	5	8	0	9
76mm	AT	0	2	2	11	14	8	0	8
M10	AT	6	2	2	11	15	10	0	4
C-47	ATP	16	1	0	0	0	5	0	1
105mm	ATY	0	1	4	15	6	2	0	2
155mm	ATY	0	1	4	19	11	2	0	2
75mm	ATY	0	1	3	11	4	2	0	2

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
M7	ATY	5	1	3	15	6	7	0	3
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
D.520	FTR	16	2	0	1	1	9	0	1
MS-406	FTR	16	2	0	1	1	8	0	1
Cavalry	INF	4	3	0	4	1	5	0	6
Chasseurs	INF	3	2	0	4	1	6	0	8
Engineer	INF	3	2	0	4	1	5	0	8
Regular	INF	3	2	0	4	1	5	0	8
Regular	INF	3	2	0	4	1	5	0	8
M8	RCN	8	4	0	3	9	7	1	6
Panhard 178	RCN	6	4	0	3	4	5	1	4
Dunkerque Class	SBB	4	2	6	—	7	12	0	1
Richelieu Class	SBB	5	2	6	9	6	10	0	1
Suffren Class	SCA	5	2	5	7	4	8	0	1
La Galissoniere Class	SCL	5	2	4	4	2	7	0	1
Le Fantasque Class	SDD	6	2	3	4	2	3	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
Pz 633	TB	16	2	0	5	4	11	0	1
B1-bis	TK	4	2	0	13	8	11	4	3
H35	TK	6	3	0	4	4	8	1	5
H39	TK	5	3	0	5	6	8	1	5
M4A1	TK	5	2	0	13	12	12	3	3
M4A1/76	TK	5	2	2	13	15	12	3	3
M5A1	TK	7	3	0	5	9	10	2	5
R35	TK	4	3	0	4	4	8	1	5
R40	TK	4	2	0	4	5	8	1	5
S35	TK	5	2	0	5	8	10	1	4
MCG-5	TPT	8	1	0	3	3	7	1	4
Truck	TPT	8	1	0	0	0	1	0	1
Truck	TPT	8	1	0	0	0	2	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

GERMANY

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
20mm (Q) FlaK	AD	0	2	2	7	4	2	0	6
20mm FlaK	AD	0	2	2	3	2	2	0	9
37mm FlaK	AD	0	2	2	4	7	2	0	9
37mm FlaK/IV	AD	5	2	2	4	7	9	0	4
88mm FlaK	AD	0	3	3	—	18	2	0	6
88mm FlaK 41	AD	5	3	3	—	18	5	0	6
Coelion	AD	6	2	2	4	7	10	1	4
FlaKPz 38(t)	AD	6	2	2	2	3	6	0	4
Ostwind	AD	5	2	2	4	7	9	1	3
SdKfz 10/4	AD	7	2	2	3	2	4	1	4
SdKfz 6/2	AD	7	2	2	3	2	4	1	4
SdKfz 7/1	AD	7	2	2	4	7	4	1	4
Wirbelwind	AD	5	2	2	6	4	7	1	3
3.7cm PaK	AT	0	2	2	4	7	2	0	9
5cm PaK	AT	0	2	0	7	11	8	0	9
7.5cm PaK	AT	0	2	2	11	15	8	0	9
8.8cm	AT	0	2	2	—	18	6	0	7
8.8cm PaK	AT	0	2	2	13	23	8	0	8
Elefant	AT	3	2	2	13	23	18	1	2
Hetzer	AT	5	2	2	6	15	14	1	5
JagdTiger	AT	4	2	2	9	28	20	4	2
JgdPanther	AT	6	2	2	7	23	18	4	4
JgdPz IV	AT	5	2	2	8	15	13	3	5
JgdPz IV/70	AT	4	2	2	6	20	15	3	5
Marder III	AT	5	2	2	6	15	7	0	4
Nashorn	AT	5	2	2	6	23	6	0	3
PzJgd I	AT	6	2	0	3	9	6	0	5
StuG IIIB	AT	5	1	1	11	8	10	0	5
StuG IIIF	AT	5	2	2	11	14	10	1	5
StuG IIIG	AT	5	2	2	12	15	11	4	5

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
StuH 42	AT	5	1	2	15	8	11	4	3
Ju-52	ATP	16	1	0	0	0	5	0	1
10.5 leFH 18	ATY	0	1	4	15	6	2	0	2
15 NbWf41	ATY	0	1	3	19	11	7	0	2
15 sFH 18	ATY	0	1	4	19	11	2	0	2
17 K18	ATY	0	1	5	21	13	2	0	2
7.5 leFk 16nA	ATY	0	1	3	11	4	2	0	2
Hummel	ATY	5	1	3	19	11	7	0	3
sIG 38(t)M	ATY	4	1	3	19	11	13	0	3
sIG IB	ATY	5	1	3	19	11	5	0	3
sIG II	ATY	5	1	3	19	11	8	0	3
Wespe	ATY	5	1	3	15	6	6	0	3
Wurfrahmen	ATY	6	1	3	22	11	7	1	3
Zeppelin Class	CAR	5	1	0	1	1	5	0	1
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
Bf-109b	FTR	16	2	0	1	1	8	0	1
Do-335	FTR	16	2	0	1	1	9	0	1
FW-190a	FTR	16	2	0	1	1	9	0	1
FW-190d	FTR	16	2	0	2	1	9	0	1
He-162	FTR	16	2	0	1	1	9	0	1
Me-109e	FTR	16	2	0	1	1	8	0	1
Me-109g	FTR	16	2	0	1	1	8	0	1
Me-109k	FTR	16	2	0	1	1	9	0	1
Me-110c	FTR	16	2	0	3	1	9	0	1
Me-163	FTR	16	2	0	1	1	12	0	1
Me-262	FTR	16	2	0	3	2	10	0	1
Bridging	INF	3	2	0	6	2	6	0	8
Cavalry	INF	5	3	0	6	2	6	0	6
Fallschirm	INF	3	2	0	8	5	8	0	8
Garrison	INF	2	2	0	4	2	5	0	6
Jaeger	INF	3	2	0	8	3	8	0	8

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
Pioniere	INF	3	2	0	8	6	8	0	8
Regular	INF	3	2	0	6	2	6	0	8
Stosstruppen	INF	3	2	0	8	6	8	0	8
Volkssturm	INF	3	2	0	4	4	5	0	8
250/1	RCN	7	4	0	2	1	8	1	3
PSW 222	RCN	6	4	0	2	3	7	1	6
PSW 231	RCN	8	4	0	2	3	8	1	6
PSW 233	RCN	8	4	0	11	8	8	0	6
PSW 234/1	RCN	8	4	0	2	3	9	1	6
PSW 234/2	RCN	8	4	0	7	11	9	2	6
PSW 234/3	RCN	8	4	0	11	8	9	2	6
PSW 234/4	RCN	8	4	2	11	14	9	2	6
Bismarck Class	SBB	4	2	6	9	6	10	0	1
Scharnhorst Class	SBC	5	2	6	10	6	9	0	1
Hipper Class	SCA	5	2	5	6	3	7	0	1
Nurnberg Class	SCL	5	2	4	4	2	5	0	1
Maass Class	SDD	5	2	3	3	1	3	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
FW-190f	TB	16	2	0	6	6	9	0	1
FW-190g	TB	16	2	0	8	8	10	0	1
HS-129	TB	16	2	0	8	14	12	0	1
Ju-87B	TB	16	2	0	10	9	8	0	1
Ju-87D	TB	16	2	0	12	10	9	0	1
Ju-87G	TB	16	2	0	9	13	9	0	1
Me-110e	TB	16	2	0	6	6	10	0	1
King Tiger	TK	4	2	2	15	23	20	4	2
Maus	TK	3	2	2	20	25	25	5	1
Panther A	TK	6	2	2	13	20	16	4	3
Panther D	TK	6	2	2	12	20	15	4	3
Panther G	TK	6	2	2	13	20	17	4	3
Panther IIF	TK	5	2	2	15	24	18	5	3
Pz 35(t)	TK	5	2	0	5	6	8	2	5

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
Pz 38(t)A	TK	5	2	0	5	7	8	2	5
Pz 38(t)F	TK	5	2	0	5	7	9	2	5
Pz IA	TK	5	3	0	3	1	6	1	5
Pz IB	TK	5	3	0	3	1	7	1	5
Pz IIA	TK	6	3	0	4	3	7	2	5
Pz IID	TK	7	3	0	4	3	8	2	5
Pz IIF	TK	5	3	0	4	3	8	2	5
Pz IIIE	TK	5	2	0	5	7	8	2	4
Pz IIIG	TK	5	2	0	6	7	9	2	4
Pz IIIH	TK	5	2	0	7	9	10	2	4
Pz IIIJ	TK	5	2	0	8	11	10	2	4
Pz IIIL	TK	5	2	0	9	11	10	3	4
Pz IIIN	TK	5	2	0	11	9	10	2	4
Pz IVC	TK	5	2	0	9	4	7	2	4
Pz IVD	TK	5	2	0	11	8	8	2	4
Pz IVF2	TK	5	2	2	13	14	9	2	4
Pz IVG	TK	5	2	2	13	14	10	2	4
Pz IVH	TK	5	2	2	13	15	11	2	4
Pz IVJ	TK	5	2	2	13	15	11	4	4
Tiger	TK	5	2	2	15	17	18	4	3
251/1	TPT	6	1	0	2	1	7	1	3
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

HUNGARY

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
5cm PaK	AT	0	2	0	7	11	8	0	9
7.5cm PaK	AT	0	2	2	11	15	8	0	9
StuG IIIB	AT	5	1	1	11	8	10	0	5
Ju-52	ATP	16	1	0	0	0	5	0	1

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
105mm	ATY	0	1	4	15	6	2	0	2
75mm	ATY	0	1	3	11	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
FW-190F	FTR	16	2	0	1	1	9	0	1
Me-109e	FTR	16	2	0	1	1	8	0	1
Cavalry	INF	5	3	0	4	1	4	0	6
Regular	INF	3	2	0	4	1	5	0	8
Tatra	RCN	8	4	0	2	2	7	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
Ju-87	TB	16	2	0	10	9	8	0	1
B1-bis	TK	4	2	0	13	8	11	2	3
BT-5	TK	8	2	0	4	7	9	1	4
Pz 38(t)A	TK	5	2	0	5	7	7	2	5
Turan-1	TK	4	2	0	3	3	9	1	5
Turan-2	TK	4	2	0	4	7	9	1	5
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

ITALY

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
20mm	AD	0	2	2	2	4	6	0	9
20mm	AD	8	2	2	2	4	2	0	4
47mm	AT	0	2	0	4	8	8	0	9
S-47	AT	5	2	0	5	8	6	0	4
S-75	AT	5	2	0	11	12	9	1	5
S-90	AT	3	2	2	13	18	7	0	5
Ju-52	ATP	16	1	0	0	0	5	0	1
100mm	ATY	0	1	3	12	5	2	0	2
149mm	ATY	0	1	4	15	9	2	0	2

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
47mm	ATY	5	1	2	5	6	8	0	3
75mm	ATY	0	1	3	9	4	2	0	2
75mm	ATY	5	1	3	11	10	9	1	3
Aquila Class	CAR	5	1	0	1	1	5	0	1
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
G.55	FTR	16	2	0	2	1	8	0	1
MC.200	FTR	16	2	0	1	1	8	0	1
MC.202	FTR	16	2	0	1	1	8	0	1
MC.205	FTR	16	2	0	1	1	8	0	1
Re.2000	FTR	16	2	0	1	1	8	0	1
Re.2005	FTR	16	2	0	3	2	10	0	1
Alpini	INF	3	2	0	5	2	6	0	8
Bersagliere	INF	3	2	0	6	2	7	0	8
Engineer	INF	3	2	0	5	4	7	0	8
Regular	INF	3	2	0	5	1	5	0	8
AB-41	RCN	8	4	0	3	3	7	2	6
Littorio Class	SBB	4	2	6	—	6	10	0	1
Zara Class	SCA	5	2	5	7	4	7	0	1
Condottieri Class	SCL	6	2	4	4	2	6	0	1
Soldati Class	SDD	6	2	3	4	2	4	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
BA.65	TB	16	2	0	8	7	8	0	1
CA.311	TB	16	2	0	8	7	11	0	1
L6/40	TK	5	2	0	3	3	8	1	5
M13/40	TK	4	2	0	6	7	8	2	4
M14/41	TK	4	2	0	6	7	8	2	4
M15/42	TK	5	2	0	7	8	9	2	4
P26/40	TK	5	2	0	12	11	11	2	4
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

NATIONALIST SPAIN

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
20mm FlaK	AD	0	2	2	3	2	2	0	9
3.7cm PaK	AT	0	2	0	4	7	8	0	9
47mm	AT	0	2	0	4	8	8	0	9
7.5cm PaK	AT	0	2	2	11	15	8	0	9
StuG IIIG	AT	5	2	2	11	15	11	1	5
Ju-52	ATP	16	1	0	0	0	5	0	1
149mm	ATY	0	1	4	13	7	2	0	2
65mm	ATY	0	1	3	7	2	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
Bf-109b	FTR	16	2	0	1	0	8	0	1
Legionnaire	INF	3	2	0	6	2	5	0	8
Militia	INF	3	2	0	2	1	3	0	6
Regular	INF	3	2	0	2	1	4	0	8
PSW 222	RCN	6	4	0	2	3	7	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
Pz IA	TK	5	3	0	3	1	6	1	5
Pz IB	TK	5	3	0	3	1	7	1	5
Pz IIIJ	TK	5	2	0	8	11	10	2	4
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

NORWAY

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
47mm	AT	0	2	0	4	8	8	0	9
C-47	ATP	16	1	0	0	0	5	0	1
75mm	ATY	0	1	3	11	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
Strongpoint	FRT	0	2	0	4	2	10	3	8
Regular	INF	3	2	0	5	1	5	0	8
Panhard 178	RCN	6	4	0	3	4	5	1	4
Sea Transport	STP	5	2	0	0	0	4	0	2
Wagon	TPT	4	1	0	0	0	1	0	1

POLAND

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
17 Pdr	AT	0	2	2	6	21	8	0	8
47mm	AT	0	2	0	4	8	8	0	9
C-47	ATP	16	1	0	0	0	5	0	1
105mm	ATY	0	1	4	15	6	2	0	2
105mm	ATY	0	1	4	16	6	2	0	2
75mm	ATY	0	1	3	9	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
P.24	FTR	16	2	0	1	1	7	0	1
Cavalry	INF	5	3	0	4	1	2	0	6
Engineer	INF	3	2	0	4	2	4	0	8
Paratrooper	INF	3	2	0	8	5	9	0	8
Regular	INF	3	2	0	5	1	3	0	8
Regular	INF	3	2	0	6	2	6	0	8
M8	RCN	8	4	0	3	9	7	1	6
Wz-34	RCN	6	4	0	1	1	5	1	4
Sea Transport	STP	5	2	0	0	0	4	0	2
P.23B	TB	16	2	0	6	6	9	0	1
7TP	TK	4	2	0	5	7	6	1	4
M4A1	TK	5	2	0	13	12	12	3	3
M5A1	TK	7	3	0	5	9	10	3	5
R35	TK	4	3	0	3	4	8	1	5

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
TKS	TK	5	2	0	3	1	4	1	5
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

REPUBLICAN SPAIN

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
47mm	AT	0	2	0	4	8	8	0	9
C-47	ATP	16	1	0	0	0	5	0	1
155mm	ATY	0	1	4	15	9	2	0	2
75mm	ATY	0	1	3	9	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
Rata	FTR	16	2	0	1	1	7	0	1
Brigade	INF	3	2	0	6	2	5	0	8
Militia	INF	2	2	0	2	1	3	0	6
Regular	INF	3	2	0	2	1	4	0	8
BA-6	RCN	7	4	0	1	7	8	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
BT-5	TK	8	2	0	5	7	9	1	4
T-26	TK	5	2	0	4	7	10	3	3
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

RUMANIA

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
37mm FlaK	AD	0	2	2	4	7	2	0	8
47mm	AT	0	2	0	4	8	8	0	9
7.5cm PaK	AT	0	2	2	11	15	8	0	8
Maresal	AT	5	2	2	11	15	10	1	5

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
StuG IIIG	AT	5	2	2	11	15	11	1	5
Ju-52	ATP	16	1	0	0	0	5	0	1
100mm	ATY	0	1	3	12	6	2	0	2
75mm	ATY	0	1	3	9	4	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
IAR 80	FTR	16	2	0	3	2	7	0	1
Me-109e	FTR	16	2	0	1	1	8	0	1
P.24	FTR	16	2	0	1	1	7	0	1
Cavalry	INF	5	3	0	4	1	5	0	6
Regular	INF	3	2	0	5	1	6	0	8
PSW 222	RCN	6	4	0	2	3	7	1	6
PSW 231	RCN	8	4	0	2	3	8	1	6
Sea Transport	STP	5	2	0	0	0	4	0	2
IAR 81	TB	16	2	0	8	5	8	0	1
Pz IIIJ	TK	5	2	0	8	11	10	2	4
Pz IVG	TK	5	2	2	12	14	10	2	4
R2	TK	5	2	0	5	6	8	2	5
R35	TK	4	3	0	3	5	8	1	5
Truck	TPT	8	1	0	0	0	1	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

UNITED KINGDOM

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
20mm	AD	0	2	2	1	3	2	0	9
3.7 inch	AD	0	3	3	2	2	3	0	6
40mm	AD	0	2	2	9	12	2	0	8
40mm	AD	8	2	2	9	10	2	0	4
17 Pdr	AT	0	2	2	6	21	8	0	8
2 Pdr	AT	0	2	0	1	8	8	0	9

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
6 Pdr	AT	0	2	0	3	12	8	0	9
Achilles	AT	6	2	2	7	21	10	0	4
Wolverine	AT	6	2	2	7	15	10	0	4
C-47	ATP	16	1	0	0	0	5	0	1
25 Pdr	ATY	0	1	3	13	5	2	0	2
3 inch	ATY	0	1	3	12	4	2	0	2
5.5 inch	ATY	0	1	4	17	8	2	0	2
7.2 inch	ATY	0	1	4	19	11	2	0	2
Bishop	ATY	3	1	3	13	5	9	1	3
Sexton	ATY	4	1	4	16	5	9	1	4
Illustrious Class	CAR	4	1	0	1	1	5	0	1
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
Hurricane	FTR	16	2	0	2	1	8	0	1
Spitfire I	FTR	16	2	0	2	1	8	0	1
Spitfire IX	FTR	16	2	0	2	2	9	0	1
Spitfire V	FTR	16	2	0	2	2	8	0	1
Spitfire XII	FTR	16	2	0	2	2	9	0	1
Spitfire XIV	FTR	16	2	0	2	2	9	0	1
Australian	INF	3	2	0	6	2	6	0	8
Bridging	INF	3	2	0	6	4	7	0	8
Canadian	INF	3	2	0	6	2	6	0	8
Commando	INF	3	3	0	8	5	9	0	8
Engineer	INF	3	2	0	8	6	9	0	8
Ghurka	INF	3	3	0	8	2	8	0	10
Home Guard	INF	2	2	0	4	2	4	0	6
Indian	INF	3	2	0	6	2	6	0	8
New Zealand	INF	3	2	0	6	2	6	0	8
Paratrooper	INF	3	2	0	8	6	9	0	8
Regular	INF	3	2	0	6	2	6	0	8
Royal Marine	INF	3	2	0	6	2	7	0	8

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
AEC I	RCN	7	4	0	2	8	10	2	6
AEC II	RCN	7	4	0	2	13	10	2	6
AEC III	RCN	7	4	0	11	12	10	2	6
Daimler	RCN	8	4	0	5	9	6	1	6
Daimler SC	RCN	7	4	0	2	1	8	2	6
Humber II	RCN	8	4	0	3	1	6	2	6
Humber IV	RCN	8	4	0	2	5	6	2	6
Staghound I	RCN	8	4	0	5	8	10	2	6
King George V Class	SBB	4	2	6	—	8	12	0	1
Renown Class	SBC	4	2	6	9	5	10	0	1
County Class	SCA	5	2	5	7	4	9	0	1
Leander Class	SCL	4	2	4	6	3	7	0	1
Tribal Class	SDD	5	2	3	6	3	3	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
Beaufighter	TB	16	2	0	8	8	11	0	1
Hurricane II	TB	16	2	0	5	6	9	0	1
Hurricane IV	TB	16	2	0	7	9	9	0	1
Mosquito VI	TB	16	2	0	8	7	13	0	1
Tempest	TB	16	2	0	6	8	10	0	1
Typhoon	TB	16	2	0	5	6	10	0	1
Centurion	TK	5	2	2	13	23	15	2	4
Challenger	TK	5	2	2	11	21	10	2	3
Churchill III	TK	4	2	0	5	10	12	4	3
Churchill IV	TK	3	2	0	7	12	14	4	3
Comet	TK	6	2	2	12	16	12	2	4
Cromwell IV	TK	6	2	0	12	12	11	2	4
Cromwell VII	TK	6	2	0	12	12	13	2	4
Cruiser A13	TK	6	2	0	3	8	6	2	4
Crusader I	TK	5	2	0	3	8	9	2	5
Crusader II	TK	5	2	0	3	8	10	2	5
Crusader III	TK	5	2	0	1	13	10	2	5

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
Firefly	TK	5	2	2	11	21	12	2	3
Grant	TK	5	2	0	10	9	11	3	3
Matilda II	TK	3	2	0	2	8	14	2	4
MK VI	TK	6	3	0	3	2	4	1	5
Sherman III	TK	5	2	0	12	12	12	3	3
Stuart I	TK	6	3	0	3	9	9	2	4
Stuart III	TK	7	3	0	5	9	14	2	5
Valentine V	TK	3	2	0	3	8	14	2	5
Valentine XI	TK	4	2	0	12	13	14	2	5
Vickers	TK	4	2	0	2	1	6	2	5
Bren Carrier	TPT	8	1	0	2	1	7	0	3
Truck	TPT	8	1	0	0	0	1	0	1

UNITED STATES

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
3 inch	AD	0	3	2	8	14	2	0	7
90mm	AD	0	3	3	—	18	2	0	6
M15A1	AD	7	2	2	3	7	4	0	4
M16	AD	7	2	1	7	1	4	0	4
37mm	AT	0	2	0	4	8	8	0	9
57mm	AT	0	2	0	3	12	8	0	9
76mm	AT	0	2	2	11	15	8	0	8
M10	AT	6	2	2	11	15	10	0	4
M18	AT	8	2	2	11	15	7	0	5
M3	AT	7	2	0	5	9	6	0	5
M36	AT	6	2	2	13	19	10	0	4
C-47	ATP	16	1	0	0	0	5	0	1
105mm	ATY	0	1	4	16	6	2	0	2
155mm	ATY	0	1	4	20	11	2	0	2
75mm	ATY	0	1	3	12	4	2	0	2

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
8 inch	ATY	0	1	5	21	13	2	0	2
M12	ATY	5	1	4	19	11	7	0	3
M7	ATY	5	1	4	15	6	7	0	3
M8	ATY	7	1	3	11	4	7	1	4
T19	ATY	4	1	4	21	13	2	0	3
Essex Class	CAR	5	1	0	1	1	6	0	1
Yorktown Class	CAR	5	1	0	1	1	5	0	1
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
P-38E	FTR	16	2	0	2	2	10	0	1
P-38F	FTR	16	2	0	3	2	10	0	1
P-38J	FTR	16	2	0	3	2	10	0	1
P-38L	FTR	16	2	0	4	2	10	0	1
P-40F	FTR	16	2	0	2	2	8	0	1
P-47C	FTR	16	2	0	3	2	11	0	1
P-47D	FTR	16	2	0	3	2	11	0	1
P-47N	FTR	16	2	0	4	3	11	0	1
P-51B	FTR	16	2	0	1	1	10	0	1
P-51D	FTR	16	2	0	2	2	10	0	1
P-5TT	FTR	16	2	0	2	2	10	0	1
P-80	FTR	16	2	0	2	1	11	0	1
Bridging	INF	3	2	0	6	4	6	0	8
Engineer	INF	3	2	0	7	6	8	0	8
Marine	INF	3	2	0	6	4	7	0	8
Mountain	INF	3	2	0	6	4	6	0	8
National	INF	2	2	0	4	2	5	0	6
Paratrooper	INF	3	2	0	7	3	8	0	8
Ranger	INF	3	3	0	8	6	8	0	8
Regular	INF	3	2	0	6	4	6	0	8
M20	RCN	6	4	0	3	3	7	1	6
M24	RCN	7	4	0	11	12	10	3	6

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
M8	RCN	8	4	0	3	9	7	1	6
Scout Car	RCN	8	4	0	2	1	5	0	4
Iowa Class	SBB	4	2	6	13	9	12	0	1
Baltimore Class	SCA	5	2	5	8	5	7	0	1
Brooklyn Class	SCL	5	2	4	5	2	5	0	1
Fletcher Class	SDD	5	2	3	3	2	4	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
A-20	TB	16	2	0	12	14	12	0	1
A-26B	TB	16	2	0	14	15	14	0	1
B-25D	TB	16	2	0	7	7	13	0	1
B-25H	TB	16	2	0	17	14	13	0	1
B-25J	TB	16	2	0	11	7	14	0	1
B-26B	TB	16	2	0	14	10	12	0	1
B-26C	TB	16	2	0	14	10	12	0	1
B-26G	TB	16	2	0	16	14	13	0	1
M26	TK	5	2	2	15	19	19	3	4
M29	TK	4	2	2	16	22	21	3	3
M2A4	TK	7	3	0	5	9	9	2	4
M3A1	TK	7	3	0	5	9	9	2	5
M4A1	TK	5	2	0	12	12	12	3	3
M4A1/76	TK	5	2	2	13	15	12	3	3
M4A3	TK	6	2	0	13	12	11	3	3
M4A3/105	TK	5	2	2	15	9	12	4	3
M4A3E2	TK	5	2	0	13	12	18	3	3
M4A3E8/76	TK	6	2	2	13	15	15	3	3
M5A1	TK	7	3	0	5	9	10	3	5
M3A1	TPT	8	1	0	2	1	7	1	3
Truck	TPT	8	1	0	0	0	1	0	1

USSR

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
25mm	AD	7	2	2	2	5	2	0	4
37mm	AD	0	2	2	4	7	2	0	8
76.2mm	AD	0	3	2	8	14	2	0	7
45mm	AT	0	2	0	4	8	8	0	9
7.62cm	AT	0	2	0	11	14	8	0	8
ISU-122	AT	4	2	2	15	21	17	0	3
ISU-152	AT	4	2	2	17	19	17	0	3
SU-100	AT	6	2	2	7	21	14	0	4
SU-122	AT	6	1	2	17	9	14	0	4
SU-152	AT	4	2	2	18	19	14	0	3
SU-76	AT	4	2	0	—	—	10	0	5
SU-85	AT	6	2	2	12	15	14	0	4
C-47	ATP	16	1	0	0	0	5	0	1
12.2cm	ATY	0	1	4	17	8	2	0	2
15.2cm	ATY	0	1	4	19	11	2	0	2
7.6cm	ATY	0	1	3	12	4	2	0	2
K-13	ATY	5	1	3	5	5	2	0	2
K-31	ATY	5	1	4	8	7	2	0	2
Fortification	FRT	0	2	0	8	4	10	3	8
Strongpoint	FRT	0	2	0	4	2	10	3	8
I-16	FTR	16	2	0	1	1	7	0	1
La-5	FTR	16	2	0	2	2	8	0	1
La-7	FTR	16	2	0	2	2	9	0	1
La-9	FTR	16	2	0	3	2	9	0	1
LaGG-3	FTR	16	2	0	2	1	7	0	1
MiG-1	FTR	16	2	0	1	1	8	0	1
MiG-3	FTR	16	2	0	1	1	8	0	1
YaK-1	FTR	16	2	0	1	1	8	0	1
YaK-7	FTR	16	2	0	1	1	8	0	1
YaK-9	FTR	16	2	0	1	1	8	0	1

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
Bridging	INF	3	2	0	5	5	7	0	8
Cavalry	INF	5	3	0	5	2	6	0	6
Conscript	INF	2	2	0	5	1	6	0	6
Engineer	INF	3	2	0	7	6	7	0	8
Guard Cavalry	INF	5	3	0	7	5	6	0	8
Guards	INF	3	2	0	8	6	7	0	8
Naval Brigade	INF	3	2	0	4	1	5	0	8
Paratrooper	INF	3	2	0	7	2	6	0	8
Regular	INF	3	2	0	5	2	7	0	8
BA-10	RCN	7	4	0	1	7	6	1	6
BA-64	RCN	8	4	0	2	1	7	1	6
Sovetskiy Soyuz Class	SBB	4	2	6	9	5	12	0	1
Kirov Class	SCA	4	2	5	6	4	7	0	1
Leningrad Class	SCL	4	2	4	4	3	5	0	1
Storozhevoi Class	SDD	5	2	3	5	3	3	3	1
Sea Transport	STP	5	2	0	0	0	4	0	2
Il-10	TB	16	2	0	8	10	16	0	1
Il-2	TB	16	2	0	6	8	14	0	1
Il-2M3	TB	16	2	0	9	10	15	0	1
P-39D	TB	16	2	0	6	8	12	0	1
BT-5	TK	8	2	0	4	6	6	1	4
BT-7	TK	8	2	0	5	6	9	1	4
IS-2	TK	5	2	2	16	21	18	2	4
IS-3	TK	5	2	2	17	21	20	2	4
KV-1/39	TK	5	2	0	12	11	14	2	3
KV-1/41	TK	5	2	0	12	12	15	2	3
KV-1/42	TK	4	2	0	12	12	17	2	3
KV-2	TK	3	2	0	19	13	14	2	2
KV-85	TK	5	2	2	14	17	14	2	3
T-26S	TK	4	2	0	4	7	8	3	3
T-34/40	TK	6	2	0	12	11	13	2	4

Name	Type	MO	SP	RA	SA	HA	GD	CD	RM
T-34/41	TK	6	2	0	12	12	14	2	4
T-34/43	TK	6	2	0	12	12	15	2	4
T-34/85	TK	6	2	2	14	17	15	2	4
T-43	TK	5	2	0	12	12	16	3	4
T-60	TK	5	3	0	3	3	12	1	5
T-70	TK	6	3	0	4	6	10	2	5
M3A1	TPT	8	1	0	2	1	7	1	3
Truck	TPT	8	1	0	0	0	2	0	1
Wagon	TPT	4	1	0	0	0	1	0	1

APPENDIX

Air and Naval Combat and Transportation Tables

These tables provide the following information for each unit in the game:

- Air attack (AA)
- Naval attack (NA)
- Air defense (AD)
- Nonorganic transport capability (TR)

CZECHOSLOVAKIA

Name	Type	AA	NA	AD	TR
20mm FlaK	AD	7	1	6	Naval Transport Only
40mm	AD	10	1	6	Naval Transport Only
3.7cm PaK	AT	0	1	8	Naval Transport Only
47mm	AT	0	1	8	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported
105mm	ATY	0	1	6	Naval Transport Only
150mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
Avia B.534	FTR	12	1	10	Cannot Be Transported
Engineer	INF	1	1	8	Air Mobile
Regular	INF	0	1	7	Air Mobile
Skoda	RCN	2	1	6	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
LTM 35	TK	0	1	8	Naval Transport Only
TNHP-S	TK	0	1	8	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

FINLAND

Name	Type	AA	NA	AD	TR
37mm FlaK	AD	8	1	6	Naval Transport Only
3.7cm PaK	AT	0	1	8	Naval Transport Only
5cm PaK	AT	0	1	8	Naval Transport Only
7.5cm PaK	AT	0	1	8	Naval Transport Only
StuG IIIB	AT	0	1	8	Naval Transport Only
StuG IIIG	AT	1	1	9	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported

Name	Type	AA	NA	AD	TR
105mm	ATY	0	1	6	Naval Transport Only
150mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
F-2A	FTR	6	0	5	Cannot Be Transported
Fokker DXXI	FTR	8	0	6	Cannot Be Transported
Me-109f	FTR	12	1	12	Cannot Be Transported
Regular	INF	0	1	8	Air Mobile
Sissi	INF	0	1	8	Air Mobile
Ski	INF	0	1	8	Air Mobile
PSW 231	RCN	2	1	6	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
Ju-87B	TB	3	5	4	Cannot Be Transported
Pz IIIJ	TK	0	1	9	Naval Transport Only
Pz IVD	TK	0	1	8	Naval Transport Only
Pz IVG	TK	0	1	8	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

FRANCE

Name	Type	AA	NA	AD	TR
47mm	AD	10	1	6	Naval Transport Only
M16 MGMC	AD	12	0	9	Naval Transport Only
25mm	AT	0	1	8	Naval Transport Only
76mm	AT	0	1	8	Naval Transport Only
M10	AT	1	1	6	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
105mm	ATY	0	1	6	Naval Transport Only
155mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only

Name	Type	AA	NA	AD	TR
M7	ATY	2	0	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
D.520	FTR	12	1	10	Cannot Be Transported
MS-406	FTR	8	1	10	Cannot Be Transported
Cavalry	INF	0	1	7	Naval Transport Only
Chasseurs	INF	0	1	7	Air Mobile
Engineer	INF	0	1	7	Air Mobile
Regular	INF	0	1	7	Air Mobile
Regular	INF	0	1	7	Air Mobile
M8	RCN	2	1	6	Naval Transport Only
Panhard 178	RCN	2	1	5	Naval Transport Only
Dunkerque Class	SBB	9	18	8	Cannot Be Transported
Richelieu Class	SBB	8	16	9	Cannot Be Transported
Suffren Class	SCA	6	12	7	Cannot Be Transported
La Galissoniere Class	SCL	6	8	5	Cannot Be Transported
Le Fantasque Class	SDD	4	14	4	Cannot Be Transported
Sea Transport	STP	0	0	8	Cannot Be Transported
Pz 633	TB	8	2	6	Cannot Be Transported
B1-bis	TK	0	1	11	Naval Transport Only
H35	TK	0	1	7	Naval Transport Only
H39	TK	0	1	7	Naval Transport Only
M4A1	TK	2	1	9	Naval Transport Only
M4A1/76	TK	2	1	9	Naval Transport Only
M5A1	TK	1	1	8	Naval Transport Only
R35	TK	0	1	7	Naval Transport Only
R40	TK	0	1	7	Naval Transport Only
S35	TK	0	1	11	Naval Transport Only
MCG-5	TPT	6	1	1	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

GERMANY

Name	Type	AA	NA	AD	TR
20mm (Q) FlaK	AD	14	1	6	Naval Transport Only
20mm FlaK	AD	7	1	6	Naval Transport Only
37mm FlaK	AD	8	1	6	Naval Transport Only
37mm FlaK/IV	AD	8	1	10	Naval Transport Only
88mm FlaK	AD	10	2	6	Naval Transport Only
88mm FlaK 41	AD	10	2	6	Naval Transport Only
Coelion	AD	14	1	12	Naval Transport Only
FlaKPz 38(t)	AD	8	1	8	Naval Transport Only
Ostwind	AD	9	1	11	Naval Transport Only
SdKfz 10/4	AD	7	1	9	Naval Transport Only
SdKfz 6/2	AD	9	1	9	Naval Transport Only
SdKfz 7/1	AD	14	1	9	Naval Transport Only
Wirbelwind	AD	14	1	11	Naval Transport Only
3.7cm PaK	AT	0	1	6	Naval Transport Only
5cm PaK	AT	0	1	8	Naval Transport Only
7.5cm PaK	AT	0	1	8	Naval Transport Only
8.8cm	AT	1	2	8	Naval Transport Only
8.8cm PaK	AT	0	2	8	Naval Transport Only
Elefant	AT	0	1	10	Naval Transport Only
Hetzer	AT	0	1	8	Naval Transport Only
JagdTiger	AT	0	1	12	Naval Transport Only
JgdPanther	AT	0	1	11	Naval Transport Only
JgdPz IV	AT	0	1	9	Naval Transport Only
JgdPz IV/70	AT	0	1	9	Naval Transport Only
Marder III	AT	0	1	6	Naval Transport Only
Nashorn	AT	0	1	6	Naval Transport Only
PzJgd I	AT	0	1	6	Naval Transport Only
StuG IIIB	AT	0	1	8	Naval Transport Only
StuG IIIF	AT	1	1	8	Naval Transport Only
StuG IIIG	AT	1	1	9	Naval Transport Only

Name	Type	AA	NA	AD	TR
StuH 42	AT	1	1	9	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported
10.5 leFH 18	ATY	0	1	6	Naval Transport Only
15 NbWf41	ATY	0	1	6	Naval Transport Only
15 sFH 18	ATY	0	1	6	Naval Transport Only
17 K18	ATY	0	2	6	Naval Transport Only
7.5 leFk 16nA	ATY	0	1	6	Naval Transport Only
Hummel	ATY	0	1	6	Naval Transport Only
sIG 38(t)M	ATY	1	1	6	Naval Transport Only
sIG IB	ATY	0	1	6	Naval Transport Only
sIG II	ATY	0	1	6	Naval Transport Only
Wespe	ATY	1	1	6	Naval Transport Only
Wurfrahmen	ATY	1	1	3	Naval Transport Only
Zeppelin Class	CAR	5	2	5	Cannot Be Transported
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
Bf-109b	FTR	14	1	10	Cannot Be Transported
Do-335	FTR	25	1	17	Cannot Be Transported
FW-190a	FTR	17	1	14	Cannot Be Transported
FW-190d	FTR	19	1	14	Cannot Be Transported
He-162	FTR	27	2	16	Cannot Be Transported
Me-109e	FTR	14	1	10	Cannot Be Transported
Me-109g	FTR	14	1	12	Cannot Be Transported
Me-109k	FTR	16	1	14	Cannot Be Transported
Me-110c	FTR	8	1	8	Cannot Be Transported
Me-163	FTR	22	2	8	Cannot Be Transported
Me-262	FTR	25	2	17	Cannot Be Transported
Bridging	INF	0	1	7	Air Mobile
Cavalry	INF	0	1	7	Naval Transport Only
Fallschirm	INF	0	1	7	Airborne
Garrison	INF	0	1	6	Naval Transport Only
Jaeger	INF	1	1	8	Air Mobile

Name	Type	AA	NA	AD	TR
Pioniere	INF	1	1	8	Air Mobile
Regular	INF	0	1	7	Air Mobile
Stosstruppen	INF	1	1	8	Air Mobile
Volkssturm	INF	0	1	6	Naval Transport Only
250/1	RCN	1	0	0	Naval Transport Only
PSW 222	RCN	2	1	6	Naval Transport Only
PSW 231	RCN	2	1	6	Naval Transport Only
PSW 233	RCN	0	1	6	Naval Transport Only
PSW 234/1	RCN	2	1	5	Naval Transport Only
PSW 234/2	RCN	0	1	7	Naval Transport Only
PSW 234/3	RCN	0	1	7	Naval Transport Only
PSW 234/4	RCN	0	1	7	Naval Transport Only
Bismarck Class	SBB	6	19	8	Cannot Be Transported
Scharnhorst Class	SBC	8	17	9	Cannot Be Transported
Hipper Class	SCA	5	12	7	Cannot Be Transported
Nurnberg Class	SCL	4	10	5	Cannot Be Transported
Maass Class	SDD	3	13	3	Cannot Be Transported
Sea Transport	STP	0	0	8	Cannot Be Transported
FW-190f	TB	13	2	14	Cannot Be Transported
FW-190g	TB	14	3	15	Cannot Be Transported
HS-129	TB	5	7	6	Cannot Be Transported
Ju-87B	TB	3	5	4	Cannot Be Transported
Ju-87D	TB	4	7	5	Cannot Be Transported
Ju-87G	TB	4	7	5	Cannot Be Transported
Me-110e	TB	6	2	8	Cannot Be Transported
King Tiger	TK	1	1	12	Naval Transport Only
Maus	TK	0	4	10	Naval Transport Only
Panther A	TK	0	1	9	Naval Transport Only
Panther D	TK	0	1	9	Naval Transport Only
Panther G	TK	1	1	10	Naval Transport Only
Panther IIF	TK	1	1	11	Naval Transport Only
Pz 35(t)	TK	0	1	8	Naval Transport Only

Name	Type	AA	NA	AD	TR
Pz 38(t)A	TK	0	1	8	Naval Transport Only
Pz 38(t)F	TK	0	1	9	Naval Transport Only
Pz IA	TK	0	1	7	Naval Transport Only
Pz IB	TK	0	1	7	Naval Transport Only
Pz IIA	TK	0	1	9	Naval Transport Only
Pz IID	TK	0	1	8	Naval Transport Only
Pz IIF	TK	0	1	8	Naval Transport Only
Pz IIIE	TK	0	1	9	Naval Transport Only
Pz IIIG	TK	0	1	9	Naval Transport Only
Pz IIIH	TK	0	1	9	Naval Transport Only
Pz IIIJ	TK	0	1	9	Naval Transport Only
Pz IIIL	TK	1	1	9	Naval Transport Only
Pz IIIN	TK	0	1	9	Naval Transport Only
Pz IVC	TK	0	1	6	Naval Transport Only
Pz IVD	TK	0	1	8	Naval Transport Only
Pz IVF2	TK	0	1	8	Naval Transport Only
Pz IVG	TK	0	1	8	Naval Transport Only
Pz IVH	TK	0	1	8	Naval Transport Only
Pz IVJ	TK	1	1	9	Naval Transport Only
Tiger	TK	1	1	11	Naval Transport Only
251/1	TPT	1	0	0	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

HUNGARY

Name	Type	AA	NA	AD	TR
5cm PaK	AT	0	1	8	Naval Transport Only
7.5cm PaK	AT	0	1	8	Naval Transport Only
StuG IIIB	AT	0	1	8	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported

Name	Type	AA	NA	AD	TR
105mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
FW-190F	FTR	19	1	14	Cannot Be Transported
Me-109e	FTR	14	1	10	Cannot Be Transported
Cavalry	INF	0	1	7	Naval Transport Only
Regular	INF	0	1	7	Air Mobile
Tatra	RCN	2	1	6	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
Ju-87	TB	3	5	4	Cannot Be Transported
B1-bis	TK	0	1	11	Naval Transport Only
BT-5	TK	0	1	8	Naval Transport Only
Pz 38(t)A	TK	0	1	8	Naval Transport Only
Turan-1	TK	0	1	8	Naval Transport Only
Turan-2	TK	0	1	8	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

ITALY

Name	Type	AA	NA	AD	TR
20mm	AD	7	1	6	Naval Transport Only
20mm	AD	7	1	6	Naval Transport Only
47mm	AT	0	1	8	Naval Transport Only
S-47	AT	0	1	6	Naval Transport Only
S-75	AT	1	1	9	Naval Transport Only
S-90	AT	0	2	6	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported
100mm	ATY	0	1	6	Naval Transport Only
149mm	ATY	0	1	6	Naval Transport Only

Name	Type	AA	NA	AD	TR
47mm	ATY	0	0	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	1	0	9	Naval Transport Only
Aquila Class	CAR	6	2	6	Cannot Be Transported
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
G.55	FTR	15	1	14	Cannot Be Transported
MC.200	FTR	10	0	9	Cannot Be Transported
MC.202	FTR	12	1	10	Cannot Be Transported
MC.205	FTR	15	1	13	Cannot Be Transported
Re.2000	FTR	8	1	8	Cannot Be Transported
Re.2005	FTR	14	2	13	Cannot Be Transported
Alpini	INF	0	1	7	Air Mobile
Bersagliere	INF	0	1	8	Air Mobile
Engineer	INF	0	1	8	Air Mobile
Regular	INF	0	1	7	Air Mobile
AB-41	RCN	1	1	7	Naval Transport Only
Littorio Class	SBB	8	18	8	Cannot Be Transported
Zara Class	SCA	6	14	7	Cannot Be Transported
Condottieri Class	SCL	4	11	5	Cannot Be Transported
Soldati Class	SDD	4	14	4	Cannot Be Transported
Sea Transport	STP	0	0	8	Cannot Be Transported
BA.65	TB	3	3	4	Cannot Be Transported
CA.311	TB	3	3	4	Cannot Be Transported
L6/40	TK	0	1	3	Naval Transport Only
M13/40	TK	0	1	9	Naval Transport Only
M14/41	TK	0	1	9	Naval Transport Only
M15/42	TK	0	1	9	Naval Transport Only
P26/40	TK	0	1	10	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

NATIONALIST SPAIN

Name	Type	AA	NA	AD	TR
20mm FlaK	AD	7	1	6	Naval Transport Only
3.7cm PaK	AT	0	1	8	Naval Transport Only
47mm	AT	0	1	8	Naval Transport Only
7.5cm PaK	AT	0	1	8	Naval Transport Only
StuG IIIG	AT	1	1	9	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported
149mm	ATY	0	1	6	Naval Transport Only
65mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
Bf-109b	FTR	14	1	10	Cannot Be Transported
Legionnaire	INF	0	1	6	Air Mobile
Militia	INF	0	1	3	Naval Transport Only
Regular	INF	0	1	4	Air Mobile
PSW 222	RCN	2	1	6	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
Pz IA	TK	0	1	7	Naval Transport Only
Pz IB	TK	0	1	7	Naval Transport Only
Pz IIIJ	TK	0	1	9	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

NORWAY

Name	Type	AA	NA	AD	TR
47mm	AT	0	1	8	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported

Name	Type	AA	NA	AD	TR
Regular	INF	0	1	7	Air Mobile
Panhard 178	RCN	2	1	5	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
Wagon	TPT	0	0	0	Naval Transport Only

POLAND

Name	Type	AA	NA	AD	TR
17 Pdr	AT	0	1	8	Naval Transport Only
47mm	AT	0	1	8	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
105mm	ATY	0	1	6	Naval Transport Only
105mm	ATY	0	0	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
P.24	FTR	6	1	8	Cannot Be Transported
Cavalry	INF	0	1	5	Naval Transport Only
Engineer	INF	0	1	7	Air Mobile
Paratrooper	INF	1	0	8	Airborne
Regular	INF	0	1	7	Air Mobile
Regular	INF	0	0	7	Air Mobile
M8	RCN	2	1	6	Naval Transport Only
Wz-34	RCN	2	1	5	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
P.23B	TB	3	3	6	Cannot Be Transported
7TP	TK	0	1	6	Naval Transport Only
M4A1	TK	2	1	9	Naval Transport Only
M5A1	TK	1	1	8	Naval Transport Only
R35	TK	0	1	7	Naval Transport Only
TKS	TK	0	1	4	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

REPUBLICAN SPAIN

Name	Type	AA	NA	AD	TR
47mm	AT	0	1	8	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
155mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
Rata	FTR	8	1	7	Cannot Be Transported
Brigade	INF	0	1	6	Air Mobile
Militia	INF	0	1	3	Naval Transport Only
Regular	INF	0	1	4	Air Mobile
BA-6	RCN	0	1	7	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
BT-5	TK	0	1	8	Naval Transport Only
T-26	TK	0	1	6	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

RUMANIA

Name	Type	AA	NA	AD	TR
37mm FlaK	AD	9	1	6	Naval Transport Only
47mm	AT	0	1	8	Naval Transport Only
7.5cm PaK	AT	0	1	8	Naval Transport Only
Maresal	AT	0	1	9	Naval Transport Only
StuG IIIG	AT	1	1	9	Naval Transport Only
Ju-52	ATP	0	0	4	Cannot Be Transported
100mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	1	6	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported

Name	Type	AA	NA	AD	TR
IAR 80	FTR	6	0	6	Cannot Be Transported
Me-109e	FTR	14	1	10	Cannot Be Transported
P.24	FTR	5	1	5	Cannot Be Transported
Cavalry	INF	0	1	6	Naval Transport Only
Regular	INF	0	1	7	Air Mobile
PSW 222	RCN	2	1	6	Naval Transport Only
PSW 231	RCN	2	1	6	Naval Transport Only
Sea Transport	STP	0	0	8	Cannot Be Transported
IAR 81	TB	3	3	4	Cannot Be Transported
Pz IIIJ	TK	0	1	9	Naval Transport Only
Pz IVG	TK	0	1	8	Naval Transport Only
R2	TK	0	1	8	Naval Transport Only
R35	TK	0	1	7	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

UNITED KINGDOM

Name	Type	AA	NA	AD	TR
20mm	AD	7	1	6	Naval Transport Only
3.7 inch	AD	12	1	8	Naval Transport Only
40mm	AD	10	1	6	Naval Transport Only
40mm	AD	10	1	6	Naval Transport Only
17 Pdr	AT	0	1	8	Naval Transport Only
2 Pdr	AT	0	1	8	Naval Transport Only
6 Pdr	AT	0	1	8	Naval Transport Only
Achilles	AT	1	1	6	Naval Transport Only
Wolverine	AT	1	1	6	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
25 Pdr	ATY	0	1	6	Naval Transport Only
3 inch	ATY	0	0	6	Naval Transport Only

Name	Type	AA	NA	AD	TR
5.5 inch	ATY	0	1	6	Naval Transport Only
7.2 inch	ATY	0	6	6	Naval Transport Only
Bishop	ATY	1	1	8	Naval Transport Only
Sexton	ATY	1	1	8	Naval Transport Only
Illustrious Class	CAR	6	2	6	Cannot Be Transported
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
Hurricane	FTR	10	1	10	Cannot Be Transported
Spitfire I	FTR	12	1	10	Cannot Be Transported
Spitfire IX	FTR	16	1	14	Cannot Be Transported
Spitfire V	FTR	14	1	12	Cannot Be Transported
Spitfire XII	FTR	18	1	16	Cannot Be Transported
Spitfire XIV	FTR	21	1	18	Cannot Be Transported
Australian	INF	0	0	7	Air Mobile
Bridging	INF	2	0	8	Air Mobile
Canadian	INF	0	0	7	Air Mobile
Commando	INF	1	1	10	Airborne
Engineer	INF	2	0	10	Air Mobile
Ghurka	INF	0	0	7	Air Mobile
Home Guard	INF	0	0	6	Naval Transport Only
Indian	INF	0	0	7	Air Mobile
New Zealand	INF	0	0	7	Air Mobile
Paratrooper	INF	1	0	8	Airborne
Regular	INF	0	0	7	Air Mobile
Royal Marine	INF	1	0	8	Air Mobile
AEC I	RCN	0	1	7	Naval Transport Only
AEC II	RCN	0	1	7	Naval Transport Only
AEC III	RCN	0	1	7	Naval Transport Only
Daimler	RCN	1	1	7	Naval Transport Only
Daimler SC	RCN	0	1	4	Naval Transport Only
Humber II	RCN	0	1	7	Naval Transport Only

Name	Type	AA	NA	AD	TR
Humber IV	RCN	0	1	7	Naval Transport Only
Staghound I	RCN	1	1	7	Naval Transport Only
King George V Class	SBB	—	20	—	Cannot Be Transported
Renown Class	SBC	8	16	9	Cannot Be Transported
County Class	SCA	6	12	8	Cannot Be Transported
Leander Class	SCL	4	8	6	Cannot Be Transported
Tribal Class	SDD	3	16	4	Cannot Be Transported
Sea Transport	STP	0	0	8	Cannot Be Transported
Beaufighter	TB	5	9	10	Cannot Be Transported
Hurricane II	TB	5	3	8	Cannot Be Transported
Hurricane IV	TB	5	5	10	Cannot Be Transported
Mosquito VI	TB	5	8	14	Cannot Be Transported
Tempest	TB	14	2	15	Cannot Be Transported
Typhoon	TB	10	2	12	Cannot Be Transported
Centurion	TK	0	1	10	Naval Transport Only
Challenger	TK	0	1	8	Naval Transport Only
Churchill III	TK	0	1	9	Naval Transport Only
Churchill IV	TK	0	1	11	Naval Transport Only
Comet	TK	0	1	11	Naval Transport Only
Cromwell IV	TK	0	1	7	Naval Transport Only
Cromwell VII	TK	0	1	8	Naval Transport Only
Cruiser A13	TK	0	1	7	Naval Transport Only
Crusader I	TK	0	1	7	Naval Transport Only
Crusader II	TK	0	1	8	Naval Transport Only
Crusader III	TK	0	1	8	Naval Transport Only
Firefly	TK	0	1	9	Naval Transport Only
Grant	TK	0	1	8	Naval Transport Only
Matilda II	TK	0	1	9	Naval Transport Only
MK VI	TK	0	0	4	Naval Transport Only
Sherman III	TK	1	1	9	Naval Transport Only
Stuart I	TK	1	1	8	Naval Transport Only

Name	Type	AA	NA	AD	TR
Stuart III	TK	1	1	9	Naval Transport Only
Valentine V	TK	0	1	9	Naval Transport Only
Valentine XI	TK	0	1	9	Naval Transport Only
Vickers	TK	0	1	5	Naval Transport Only
Bren Carrier	TPT	0	0	0	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only

UNITED STATES

Name	Type	AA	NA	AD	TR
3 inch	AD	9	1	6	Naval Transport Only
90mm	AD	10	1	6	Naval Transport Only
M15A1	AD	11	1	9	Naval Transport Only
M16	AD	12	0	9	Naval Transport Only
37mm	AT	0	1	8	Naval Transport Only
57mm	AT	0	1	8	Naval Transport Only
76mm	AT	0	1	8	Naval Transport Only
M10	AT	1	1	6	Naval Transport Only
M18	AT	1	1	6	Naval Transport Only
M3	AT	1	1	6	Naval Transport Only
M36	AT	1	2	6	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
105mm	ATY	0	0	6	Naval Transport Only
155mm	ATY	0	1	6	Naval Transport Only
75mm	ATY	0	0	6	Naval Transport Only
8 inch	ATY	0	6	6	Naval Transport Only
M12	ATY	0	1	6	Naval Transport Only
M7	ATY	2	0	6	Naval Transport Only
M8	ATY	2	0	6	Naval Transport Only
T19	ATY	0	6	6	Naval Transport Only
Essex Class	CAR	7	8	7	Cannot Be Transported

Name	Type	AA	NA	AD	TR
Yorktown Class	CAR	6	6	6	Cannot Be Transported
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
P-38E	FTR	14	3	14	Cannot Be Transported
P-38F	FTR	15	3	14	Cannot Be Transported
P-38J	FTR	16	3	14	Cannot Be Transported
P-38L	FTR	18	3	14	Cannot Be Transported
P-40F	FTR	11	0	11	Cannot Be Transported
P-47C	FTR	15	2	14	Cannot Be Transported
P-47D	FTR	16	2	15	Cannot Be Transported
P-47N	FTR	19	3	16	Cannot Be Transported
P-51B	FTR	18	0	15	Cannot Be Transported
P-51D	FTR	19	0	17	Cannot Be Transported
P-5TT	FTR	22	0	18	Cannot Be Transported
P-80	FTR	—	0	—	Cannot Be Transported
Bridging	INF	0	1	9	Air Mobile
Engineer	INF	0	1	9	Air Mobile
Marine	INF	0	1	9	Air Mobile
Mountain	INF	0	1	9	Air Mobile
National	INF	0	1	7	Naval Transport Only
Paratrooper	INF	0	1	9	Airborne
Ranger	INF	0	1	9	Airborne
Regular	INF	0	1	9	Air Mobile
M20	RCN	2	1	6	Naval Transport Only
M24	RCN	2	1	8	Naval Transport Only
M8	RCN	2	1	6	Naval Transport Only
Scout Car	RCN	1	0	5	Naval Transport Only
Iowa Class	SBB	11	21	11	Cannot Be Transported
Baltimore Class	SCA	9	14	10	Cannot Be Transported
Brooklyn Class	SCL	6	9	7	Cannot Be Transported
Fletcher Class	SDD	3	13	5	Cannot Be Transported

Name	Type	AA	NA	AD	TR
Sea Transport	STP	0	0	8	Cannot Be Transported
A-20	TB	10	5	10	Cannot Be Transported
A-26B	TB	12	5	14	Cannot Be Transported
B-25D	TB	8	10	10	Cannot Be Transported
B-25H	TB	8	10	10	Cannot Be Transported
B-25J	TB	10	10	12	Cannot Be Transported
B-26B	TB	10	5	9	Cannot Be Transported
B-26C	TB	11	5	10	Cannot Be Transported
B-26G	TB	12	5	13	Cannot Be Transported
M26	TK	2	1	11	Naval Transport Only
M29	TK	1	1	12	Naval Transport Only
M2A4	TK	1	1	8	Naval Transport Only
M3A1	TK	1	1	8	Naval Transport Only
M4A1	TK	2	1	9	Naval Transport Only
M4A1/76	TK	2	1	9	Naval Transport Only
M4A3	TK	2	1	9	Naval Transport Only
M4A3/105	TK	2	2	9	Naval Transport Only
M4A3E2	TK	2	1	10	Naval Transport Only
M4A3E8/76	TK	2	1	9	Naval Transport Only
M5A1	TK	1	1	8	Naval Transport Only
M3A1	TPT	6	1	1	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only

USSR

Name	Type	AA	NA	AD	TR
25mm	AD	7	1	6	Naval Transport Only
37mm	AD	7	1	6	Naval Transport Only
76.2mm	AD	9	1	6	Naval Transport Only
45mm	AT	0	1	8	Naval Transport Only
7.62cm	AT	0	1	8	Naval Transport Only

Name	Type	AA	NA	AD	TR
ISU-122	AT	0	1	14	Naval Transport Only
ISU-152	AT	0	1	14	Naval Transport Only
SU-100	AT	0	1	10	Naval Transport Only
SU-122	AT	0	1	10	Naval Transport Only
SU-152	AT	0	1	13	Naval Transport Only
SU-76	AT	0	1	6	Naval Transport Only
SU-85	AT	0	1	10	Naval Transport Only
C-47	ATP	0	0	8	Cannot Be Transported
12.2cm	ATY	0	1	6	Naval Transport Only
15.2cm	ATY	0	1	6	Naval Transport Only
7.6cm	ATY	0	0	6	Naval Transport Only
K-13	ATY	0	0	0	Naval Transport Only
K-31	ATY	0	0	0	Naval Transport Only
Fortification	FRT	2	4	8	Cannot Be Transported
Strongpoint	FRT	2	2	8	Cannot Be Transported
I-16	FTR	8	1	7	Cannot Be Transported
La-5	FTR	10	1	12	Cannot Be Transported
La-7	FTR	16	1	14	Cannot Be Transported
La-9	FTR	20	1	16	Cannot Be Transported
LaGG-3	FTR	10	1	8	Cannot Be Transported
MiG-1	FTR	10	1	10	Cannot Be Transported
MiG-3	FTR	10	1	12	Cannot Be Transported
YaK-1	FTR	10	1	12	Cannot Be Transported
YaK-7	FTR	11	1	13	Cannot Be Transported
YaK-9	FTR	13	1	14	Cannot Be Transported
Bridging	INF	1	1	7	Air Mobile
Cavalry	INF	0	1	6	Naval Transport Only
Conscript	INF	0	1	6	Air Mobile
Engineer	INF	1	0	8	Air Mobile
Guard Cavalry	INF	0	0	7	Naval Transport Only
Guards	INF	0	0	7	Air Mobile

Name	Type	AA	NA	AD	TR
Naval Brigade	INF	0	0	5	Air Mobile
Paratrooper	INF	1	1	8	Airborne
Regular	INF	0	1	7	Air Mobile
BA-10	RCN	1	1	6	Naval Transport Only
BA-64	RCN	1	1	6	Naval Transport Only
Sovetskiy Soyuz Class	SBB	7	14	8	Cannot Be Transported
Kirov Class	SCA	8	12	6	Cannot Be Transported
Leningrad Class	SCL	4	8	4	Cannot Be Transported
Storozhevoi Class	SDD	4	15	3	Cannot Be Transported
Sea Transport	STP	0	0	8	Cannot Be Transported
Il-10	TB	13	2	15	Cannot Be Transported
Il-2	TB	6	2	10	Cannot Be Transported
Il-2M3	TB	6	2	12	Cannot Be Transported
P-39D	TB	11	1	7	Cannot Be Transported
BT-5	TK	0	1	6	Naval Transport Only
BT-7	TK	0	1	8	Naval Transport Only
IS-2	TK	0	3	14	Naval Transport Only
IS-3	TK	1	3	14	Naval Transport Only
KV-1/39	TK	0	1	14	Naval Transport Only
KV-1/41	TK	0	1	13	Naval Transport Only
KV-1/42	TK	0	1	14	Naval Transport Only
KV-2	TK	0	1	14	Naval Transport Only
KV-85	TK	0	1	12	Naval Transport Only
T-26S	TK	0	1	6	Naval Transport Only
T-34/40	TK	0	1	9	Naval Transport Only
T-34/41	TK	0	1	9	Naval Transport Only
T-34/43	TK	0	1	10	Naval Transport Only
T-34/85	TK	0	1	10	Naval Transport Only
T-43	TK	0	1	11	Naval Transport Only
T-60	TK	0	1	8	Naval Transport Only
T-70	TK	0	1	7	Naval Transport Only

Name	Type	AA	NA	AD	TR
M3A1	TPT	6	1	1	Naval Transport Only
Truck	TPT	0	0	0	Naval Transport Only
Wagon	TPT	0	0	0	Naval Transport Only

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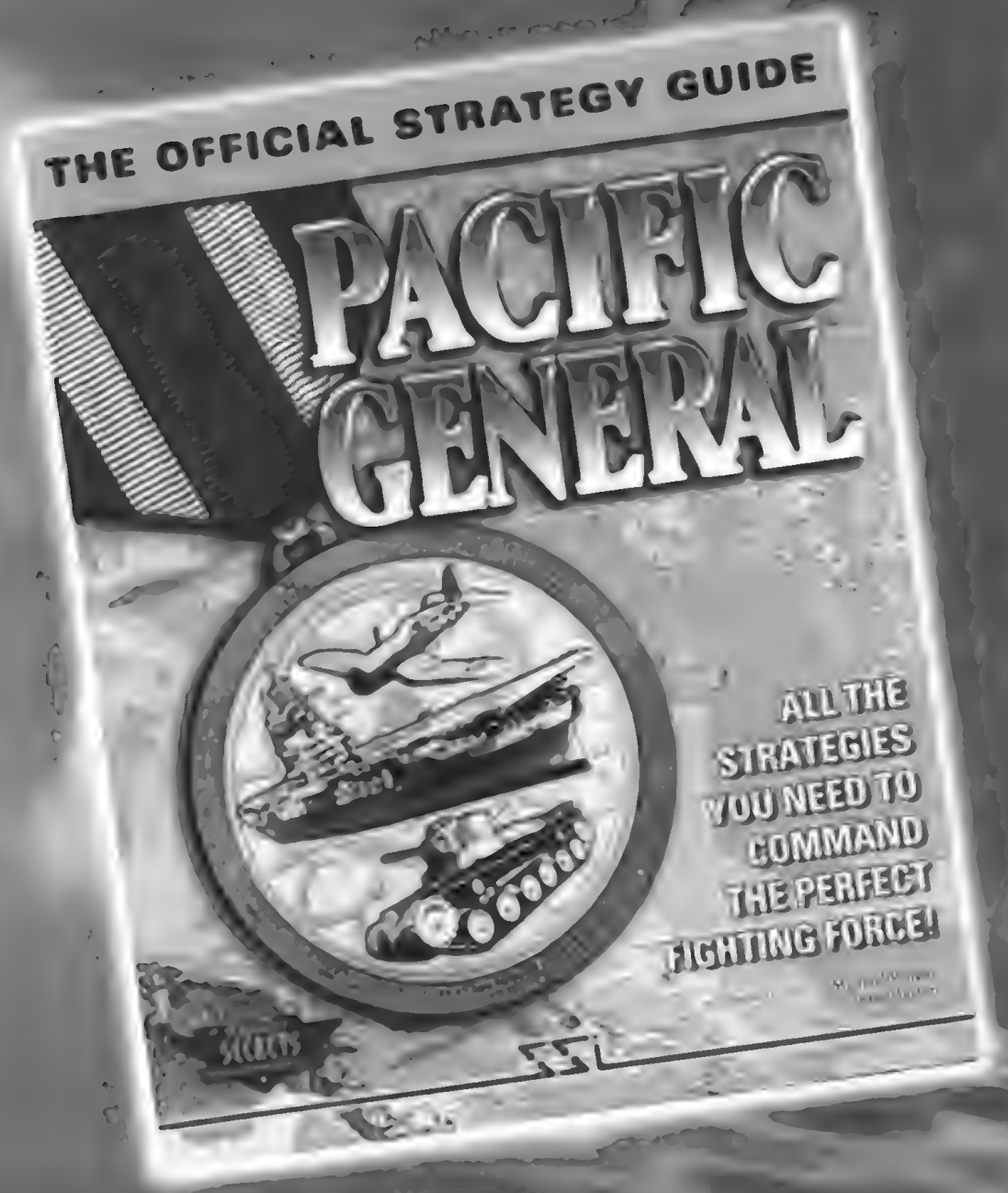

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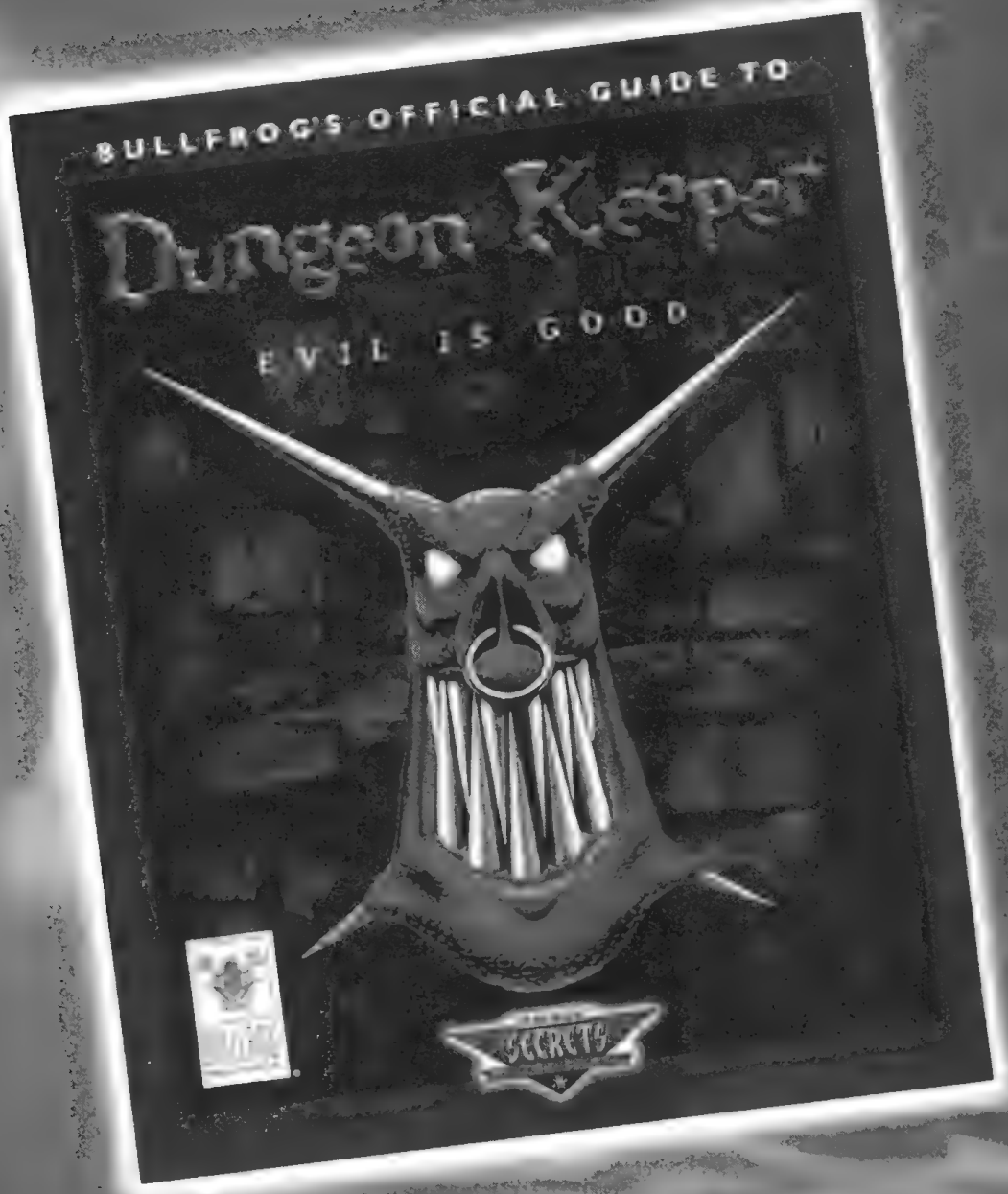

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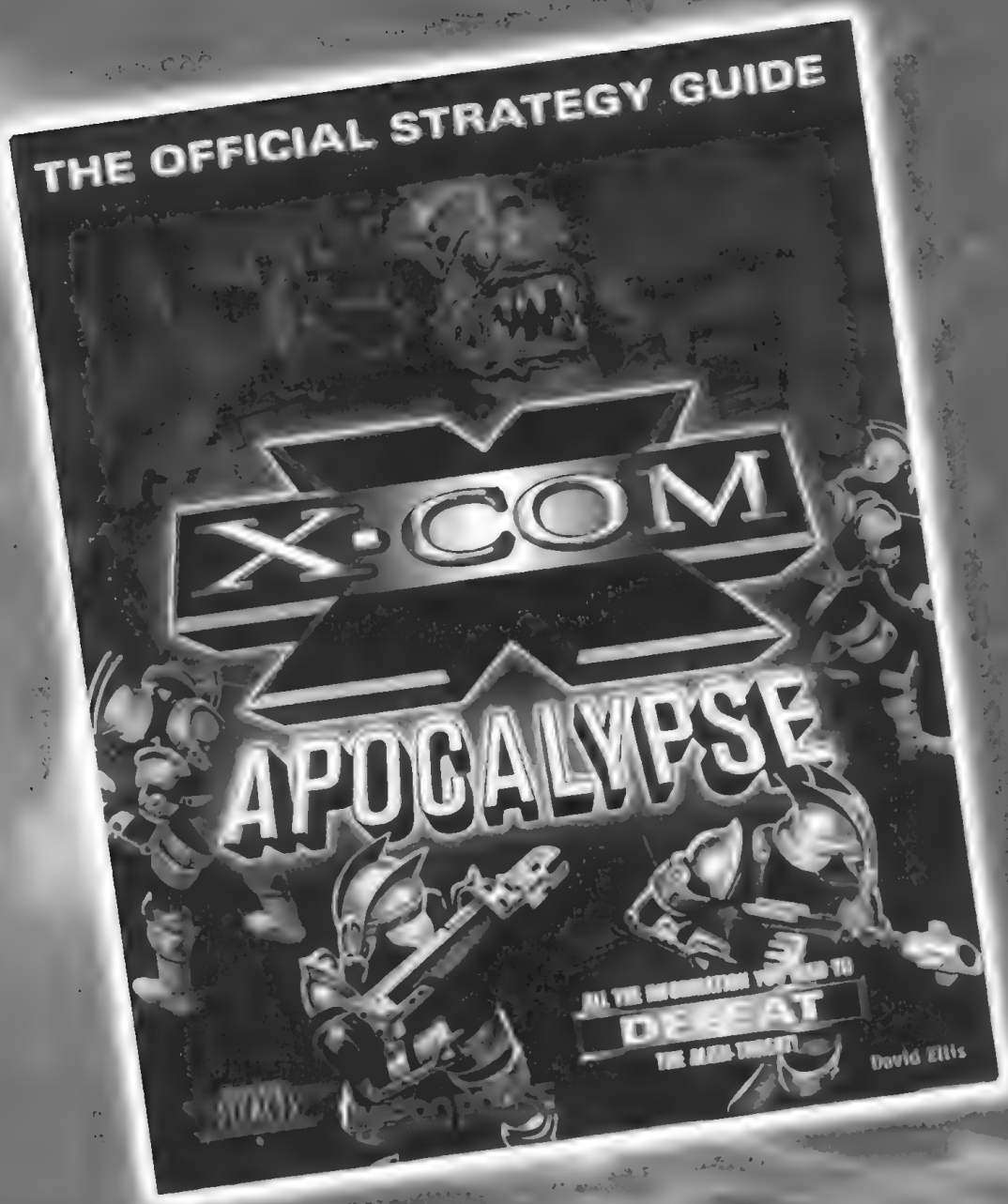

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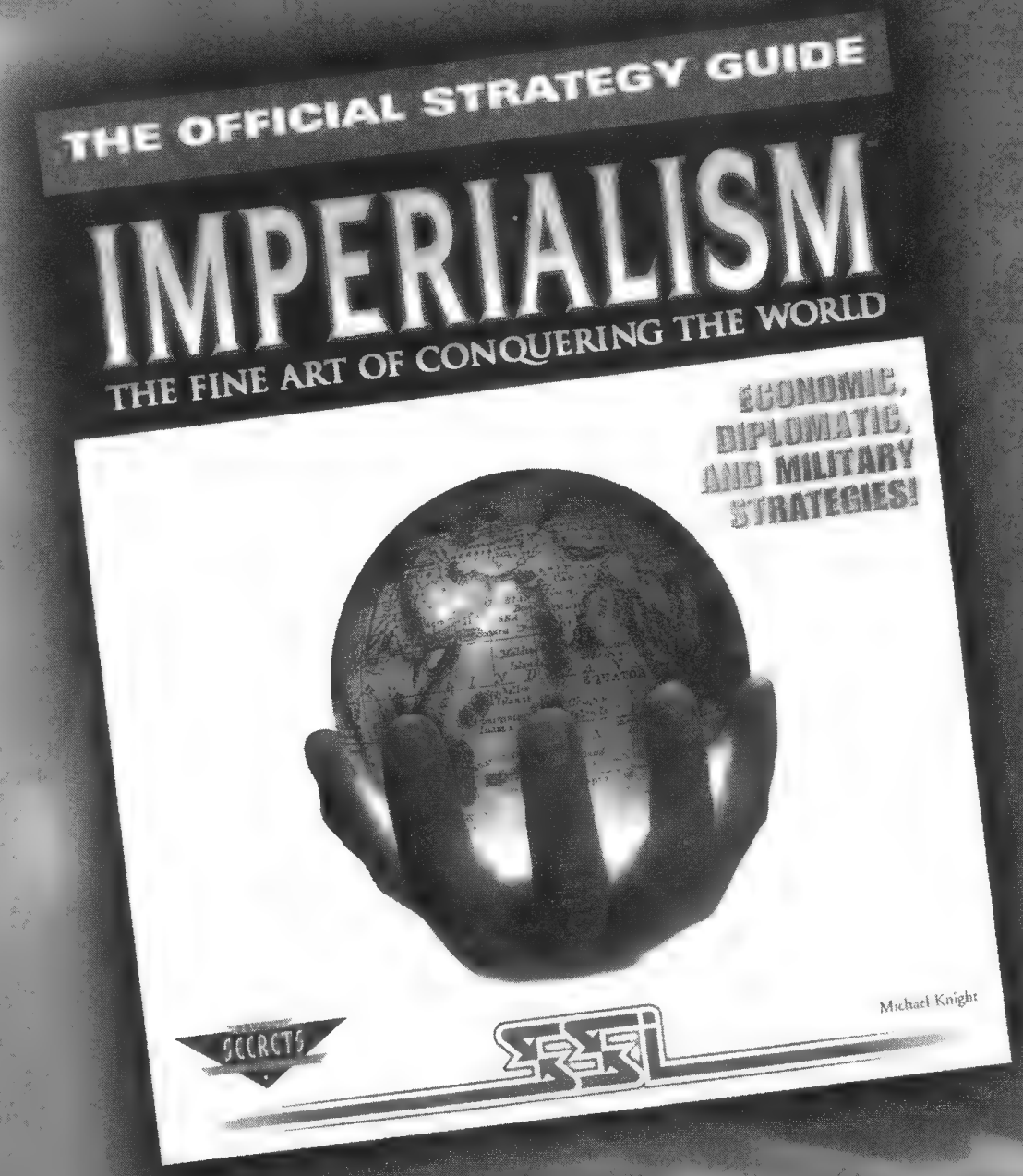

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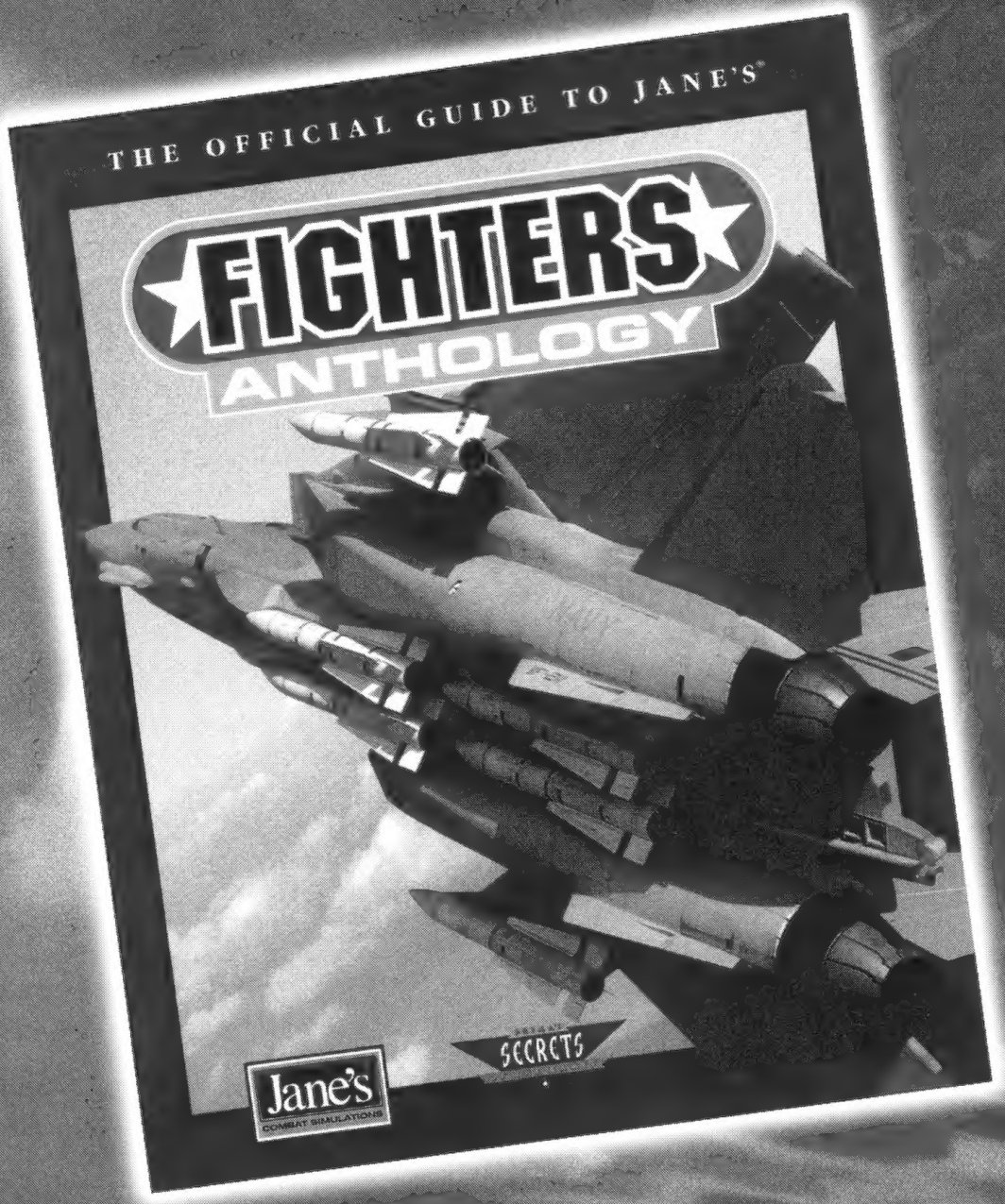

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